CHESS BOOK

CHESS PUZZLES

Beginner II

900-1300

THÉO POIRIER

Chess Book

Chess Puzzles

Volume 2

Poirier Théo

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Translated from french

TABLE OF CONTENTS

1. HOW TO DO A PUZZLE **1**

The basics of chess 2

The language of chess 10

Completing a puzzle 16

2. PUZZLES 900-1300 **17**

3. SOLUTIONS **119**

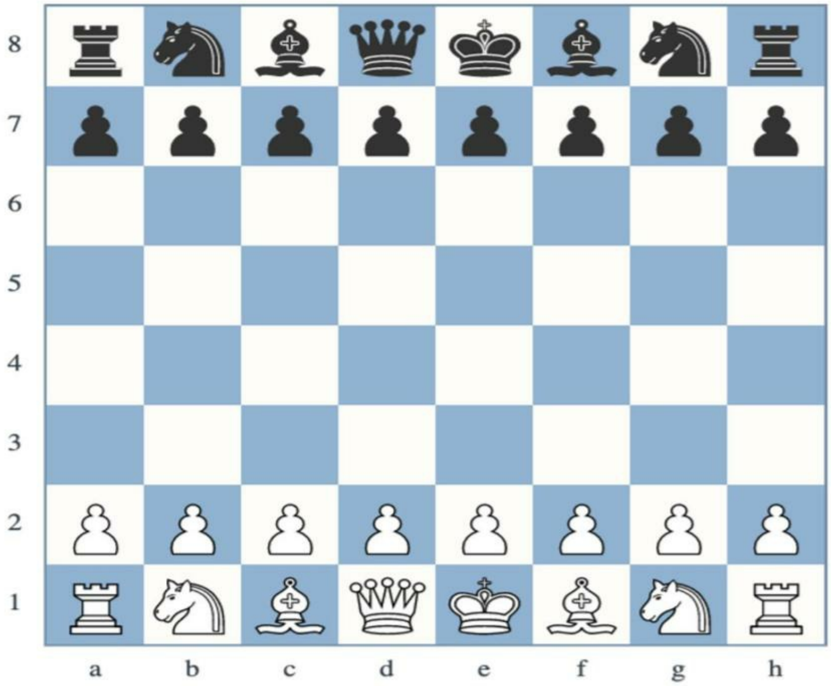
Understanding the solutions 120

HOW TO DO A PUZZLE

1. The basics of chess
2. The language of chess
3. Completing a puzzle

The basics of Chess

At the beginning of the game, each player has 16 pieces: a King, a Queen, two Rooks, two Bishops, two Knights and eight pawns.

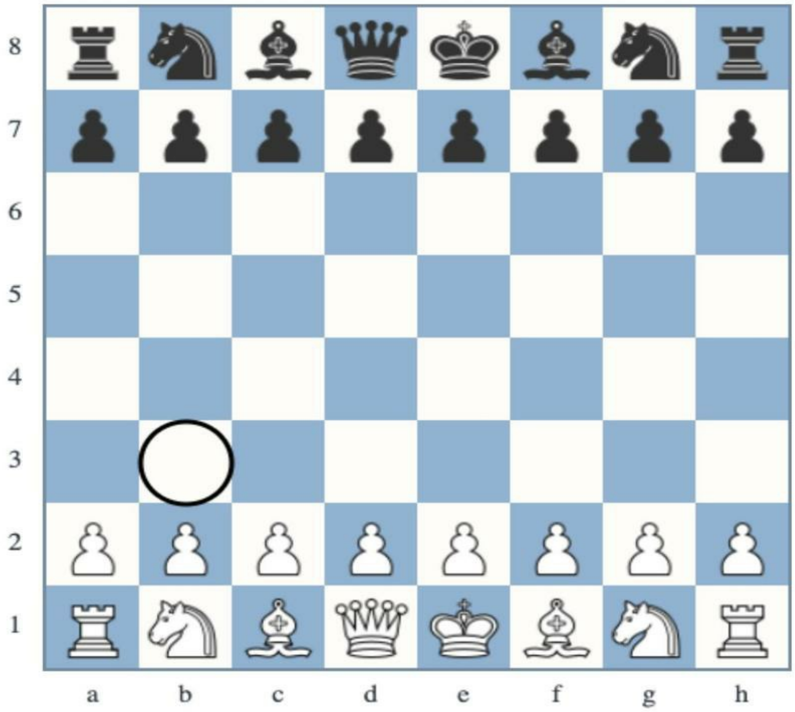


At the beginning of the game, the pieces are always placed in the same way. The two rooks are placed on the A and H files, the knights on the B and G files, the bishops on the C and F files, the queen on the D file and the king on the E file.

Note that if you play white, your queen will be on a white square and conversely if you play black your queen will be on a black square.

THE CHESSBOARD :

The squares of a chessboard are numbered. As for the naval battle, the square circled below is B3: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MOVEMENT OF THE PIECES :

The Pawn:

The pawn moves one square at a time vertically, except in its initial position, when it has the choice of moving two squares forward in one move, or one square forward. The pawn does not remove another piece in the same way as it moves forward; it may remove another piece if it is on one of the two squares in front of it diagonally.

The Rook:

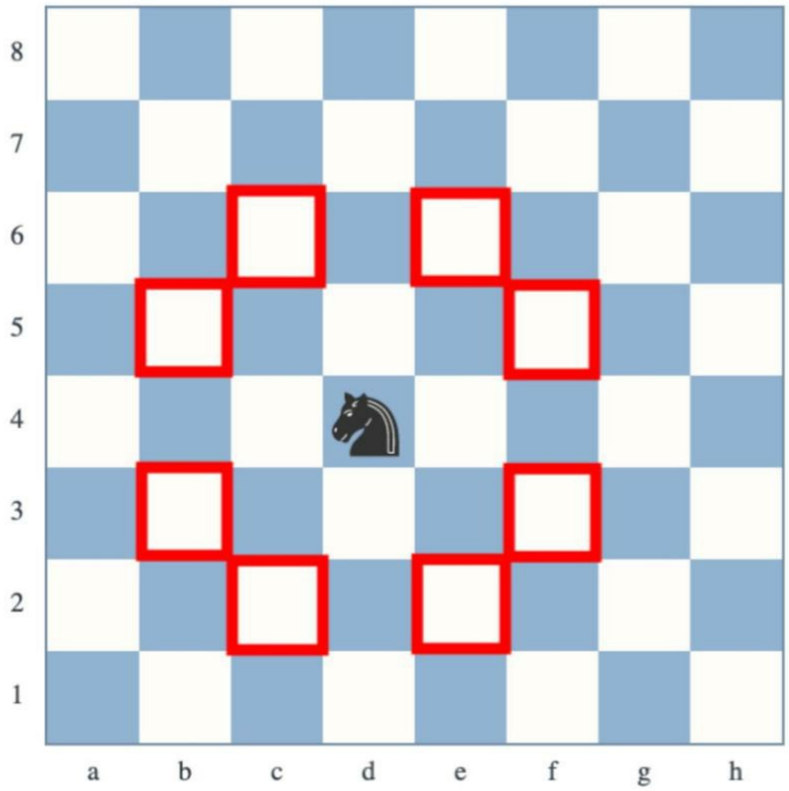
The rook moves horizontally or vertically as many squares as it wants. However, it cannot move over allied pieces. This is why it is often used at the end of the game when there are fewer pieces on the board.

The Bishop:

The bishop moves exclusively diagonally, as many squares as it wishes. It cannot move or jump over a square already occupied by an allied piece. At the beginning of the game, you have a black and a white bishop which cannot change color during the game.

The Knight:

The Knight is the only piece that can jump over the other pieces. To move, it makes a kind of capital "L" (two horizontal or vertical squares and one sideways), turned in any direction. A knight who is on a white square can, in the next move, only go to black squares (and vice versa).



The Queen:

The Queen can move vertically, horizontally and diagonally like the Rook and the Bishop, as many squares as she wants (without being able to pass over another piece or to take a piece from her own side). As it is the most mobile piece, it is also the most valuable piece.

The King:

The king moves one square in any direction. When the king is attacked by an opponent's piece, it is said to be in check. A player is not allowed to leave his king in check, nor is he allowed to move his king to a square where it will be in check. He must protect it by moving it or protecting it with another piece.

SOME RULES :

Promotion:

When a player advances a piece to the opponent's last row, or if he takes a piece from the last row with a pawn, he must replace it with a piece of his choice (Queen, Rook, Bishop or Knight), regardless of the remaining pieces on the board. He can thus end up with, for example, 2 Queens or 3 Bishops, etc.

Castling:

Castling is a special move that involves the king and one of the two rooks if neither has been played and there are no pieces between them. The player may move the king two squares toward the rook, then place the rook on the square next to the king on the other side. Castling can be done on the king's side (this is called kingside castling) or on the queen's side (this is called queenside castling).

Castling is a very special move: it is the only move where you can move two pieces at once, it is the only move where the king moves two squares, and it is the only move where the rook jumps over another piece.

Be aware of the following rules that prevent you from castling temporarily or permanently.

A player cannot castling if:

- There are one or more pieces between the King and the Rook.

- The king or rook has already moved (and returned to its original square). For example, if the rook at h1 has moved, White's kingside castling is no longer possible, but queenside castling may still be possible.

- The king is in check if a square it is to cross is attacked or if its arrival square is attacked. Castling is then momentarily prohibited.

But castling is possible if the Rook is attacked!

HOW THE GAME IS PLAYED :

The player with White goes first, then each player makes a move in turn.

Check:

When a king is attacked by an opponent's piece, it is said to be in check. A player is not allowed to leave his king in check, he must parry the check by taking the attacking piece, moving his king or interposing a piece between it and the attacker.

A player is not allowed to move his king to a square where he would be in check.

Checkmate:

The object of the game is to put the opponent's king in check in such a way that the check cannot be parried: this player is said to be in checkmate.

The language of Chess

The algebraic notation:

The most commonly used notation is called algebraic notation. In this system, each square of the chessboard is assigned a letter and a number.

Row 1 is the end of the chessboard, bottom left, in the white camp. Black's side is opposite, mirrored with white pieces. The columns are lettered from left to right on the white side.

Each piece is identified by a capital letter.

Pieces

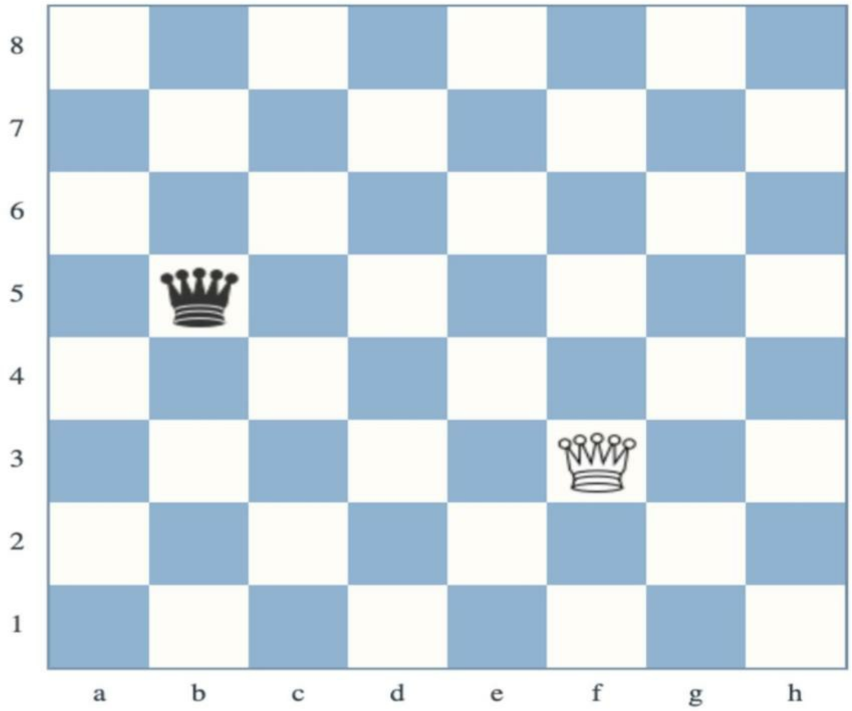
English (most commonly used)
K : King
Q : Queen
R : Rock
B : Bishop
N : Knight
P : Pawn (It is better to write for example "e4" than "Pe4" because usually we do not write the P in the notation.)

French

R : Roi (**king**)
D : Dame **(queen)**
T : Tour **(rook)**
F : Fou **(bishop)**
C : Cavalier **(knight)**
P : Pion **(pawn)** (As in English, it is better to write for example "e4" than "Pe4")

Symbols

x	capture
+	check
++	double check
#	checkmate
(D)	see the next diagram
0-0	kingside castling (on the king's side)
0-0-0	queenside castling (on the queen’s side)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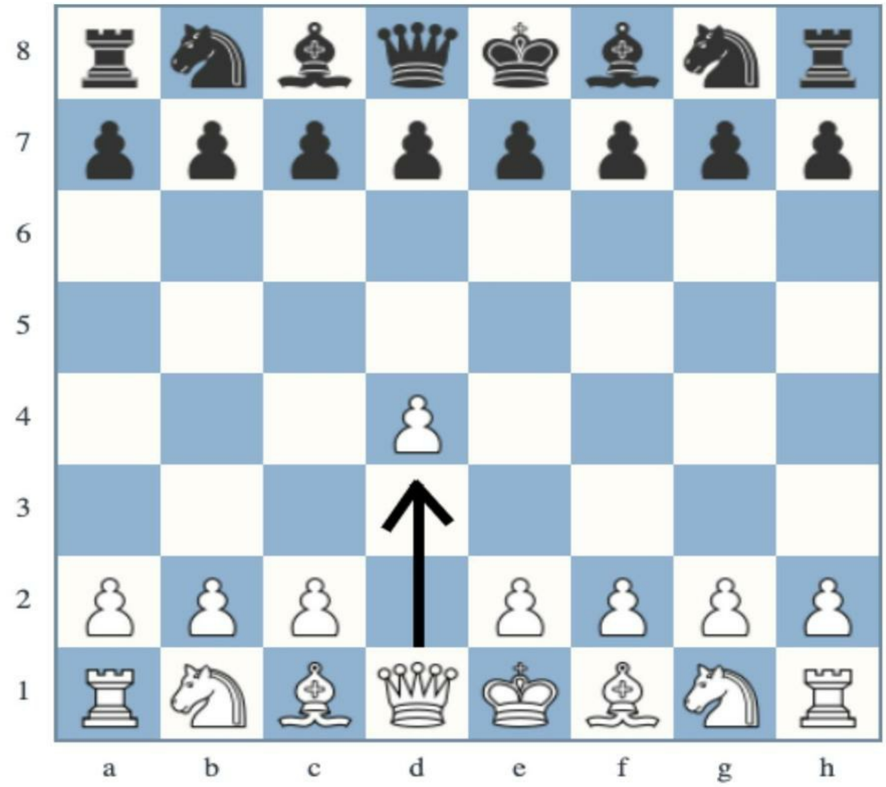
In this diagram, the white queen is on the f3 square and the black queen on the b5 square.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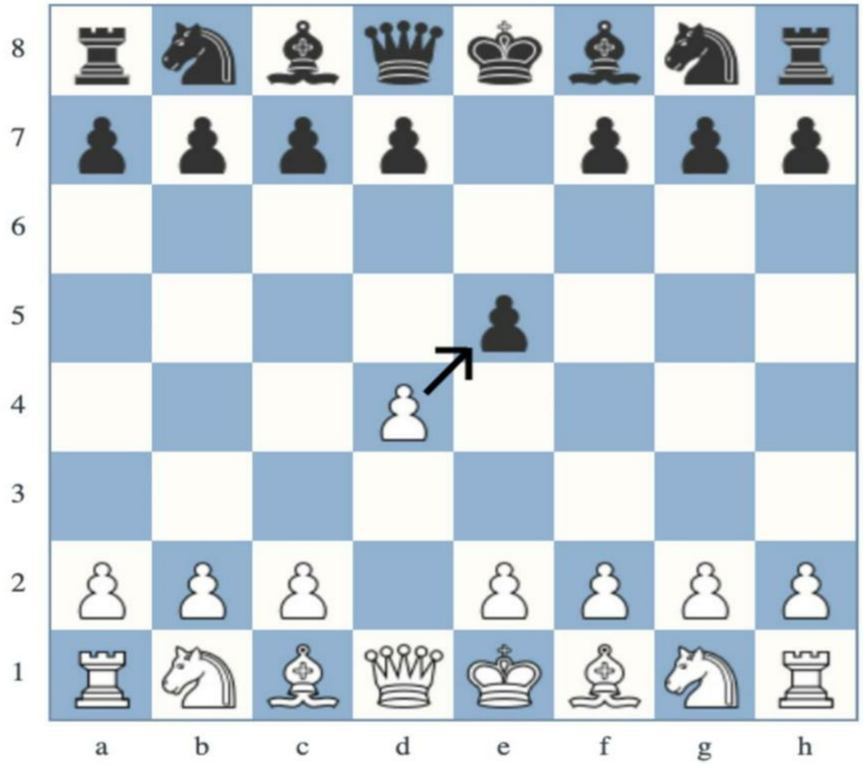
Here the move played is "d4" (remember that we do not specify the P notation for a pawn move)

Our opponent plays e5



We decide to take the pawn.
So dxe5 (x being the symbol of a capture)
When a pawn makes a capture, always mention its original column.

We can imagine the continuation, if the blacks want to leave their knight of the column B to put a pressure on the white pawn in e5, which would produce:

Kc6 in English

Cc6 in French

How to write a move

To write a move, you must indicate the name of the piece and the square to which it is moving. If a piece is captured during the move, the x symbol is added to indicate that it has been captured before the destination square.

Completing a puzzle

Always remember to look at the direction of the board, if row 1 is in front of you, you will play white. If row 8 is in front of you, you will play black.

To complete a puzzle:

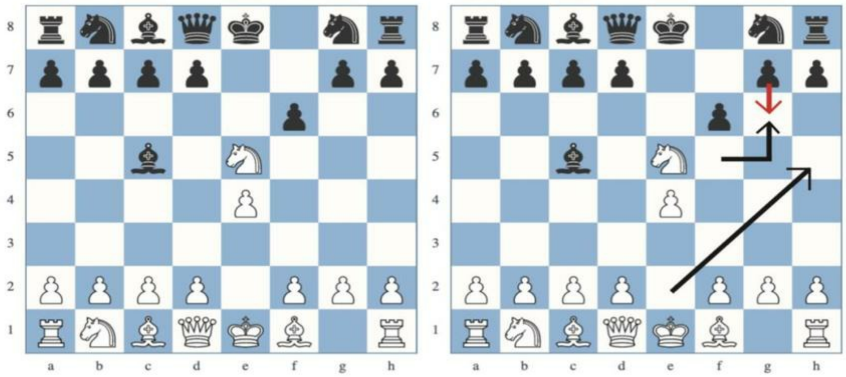
You can either write your answers next to the problem in algebraic notation or draw arrows (although this will be difficult for more than 3-4 moves).

The number in parentheses will indicate the number of moves required to complete the puzzle.

Qh5 g6 2. (second move) **Nxg6** hxg6

3.(third move) **Qxe8**

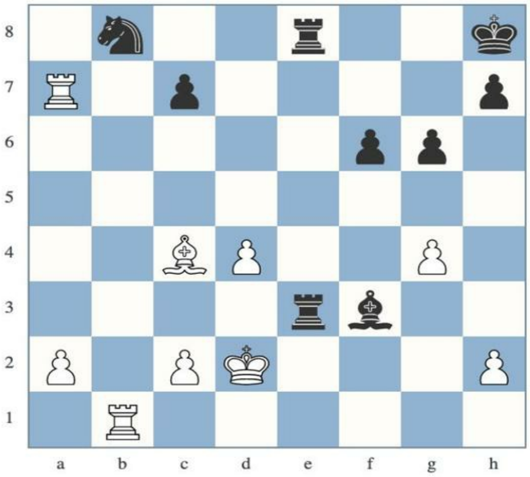
Attack (3)



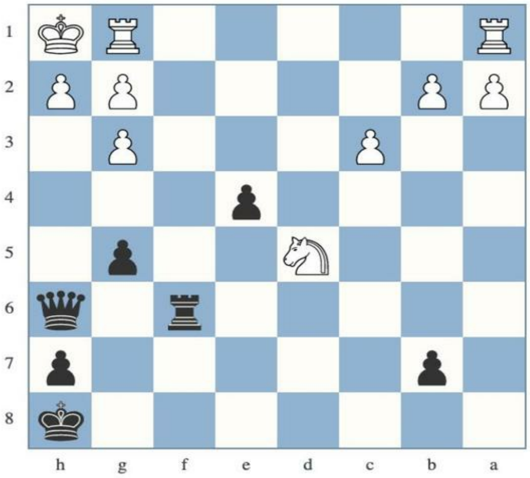
PUZZLES

900-1300

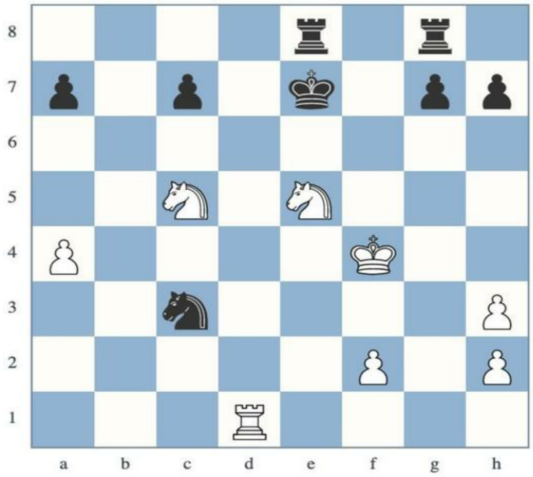
1. Best move (2)



2. Mate in 2



3. Mate in 2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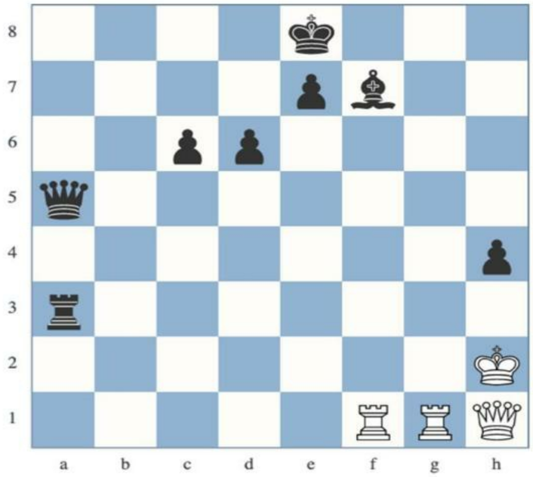
4. Mate in 3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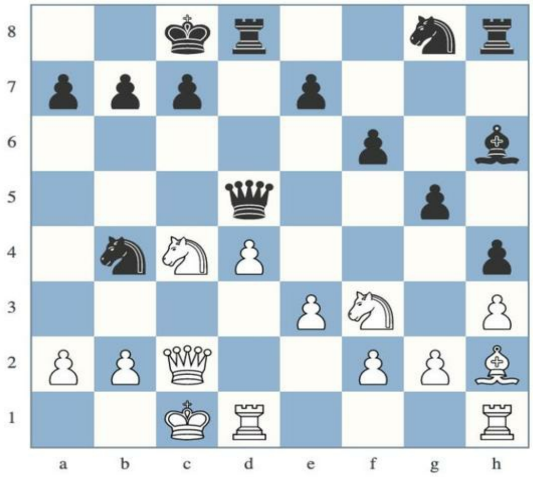
5. Mate in 2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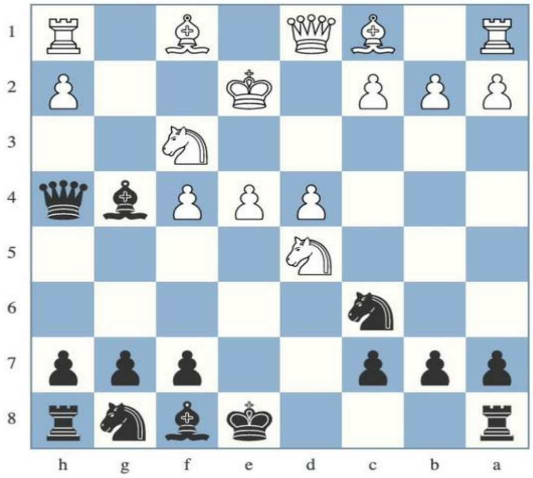
6. Pin (3)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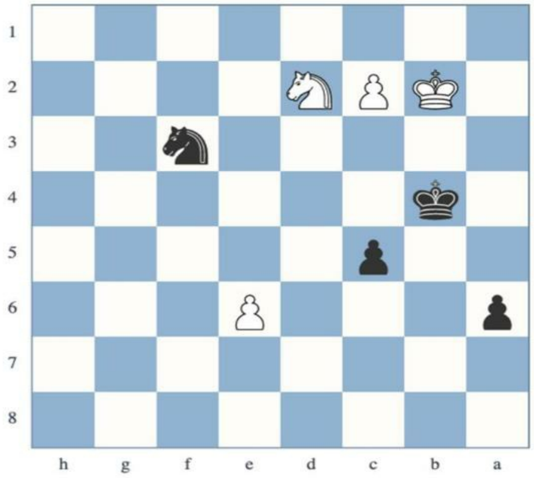
7. Best move (4)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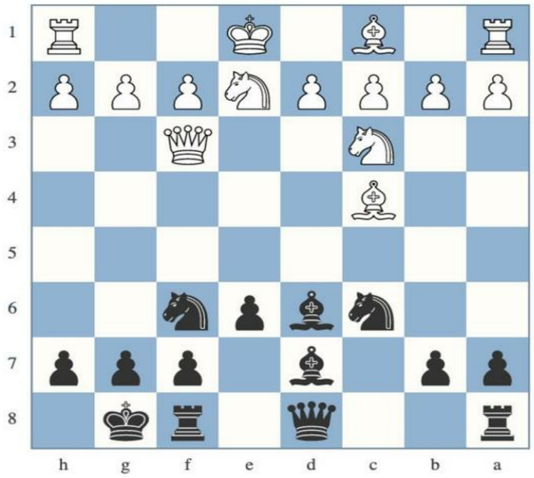
8. Attack (2)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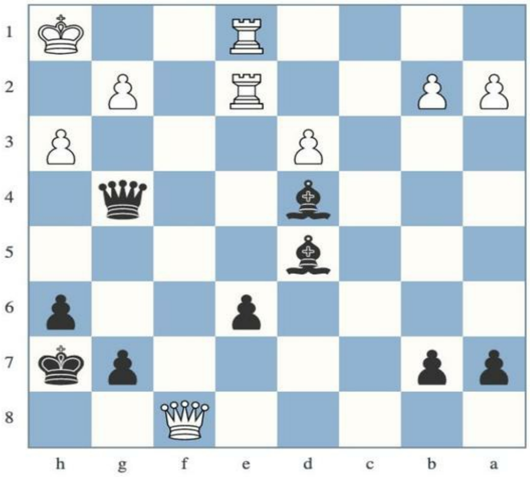
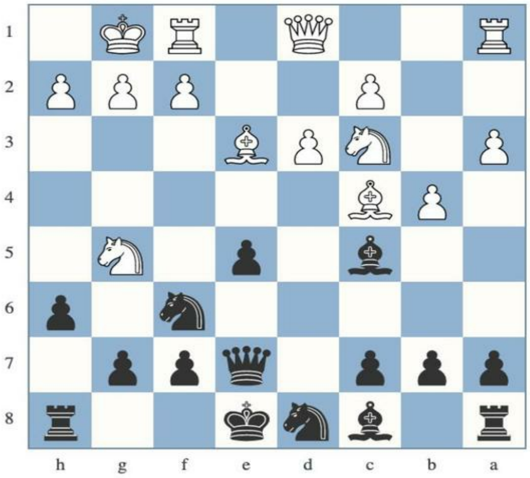
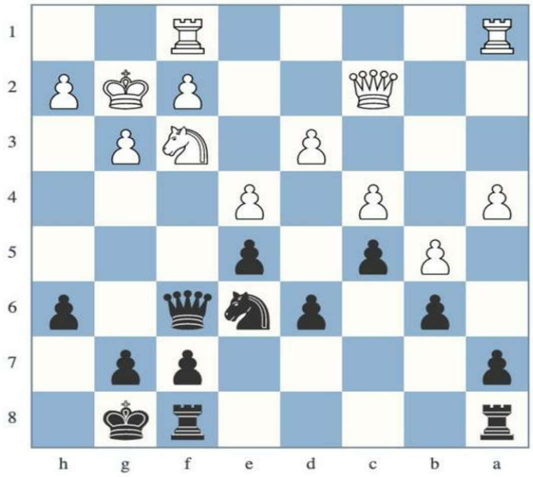
9. Mate in 1



10. Best move (2)



11. Best move (3)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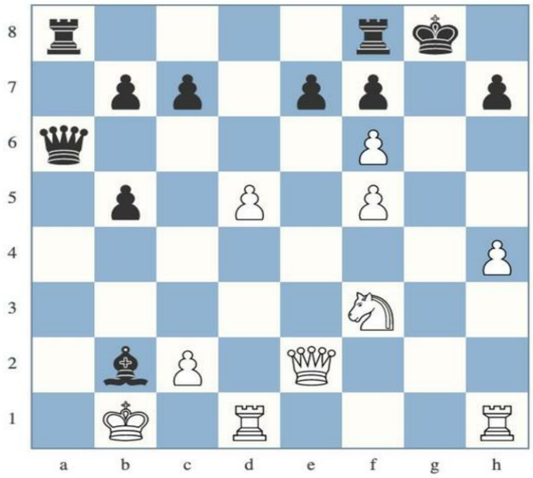
12. Best move (2)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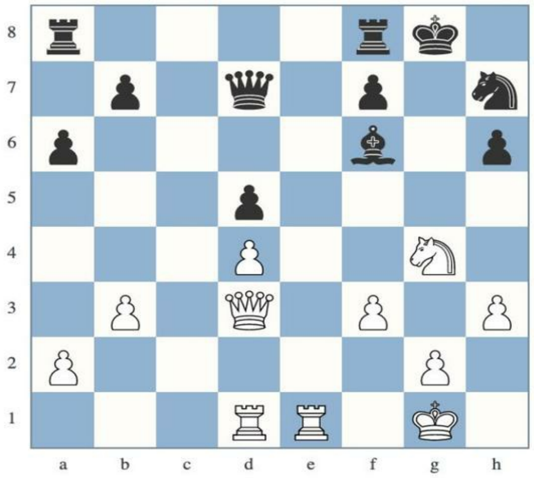
13. Best move (3)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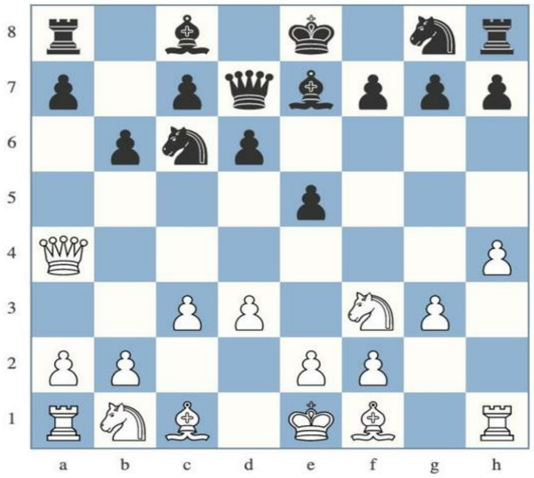
14. Attack (4)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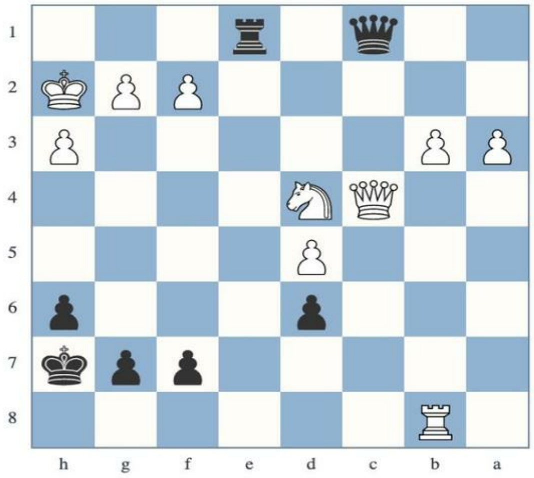
15. Best move (2)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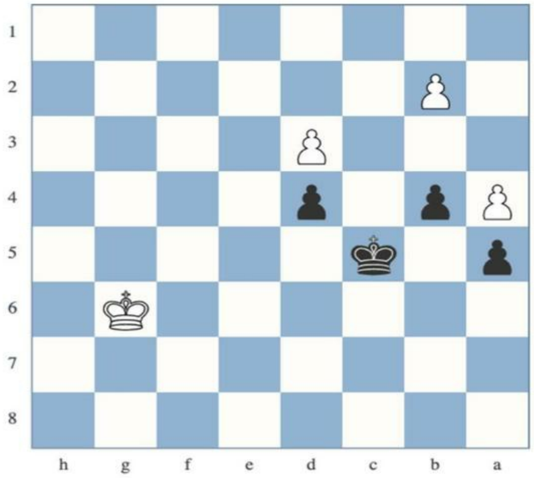
16. Endgame (5)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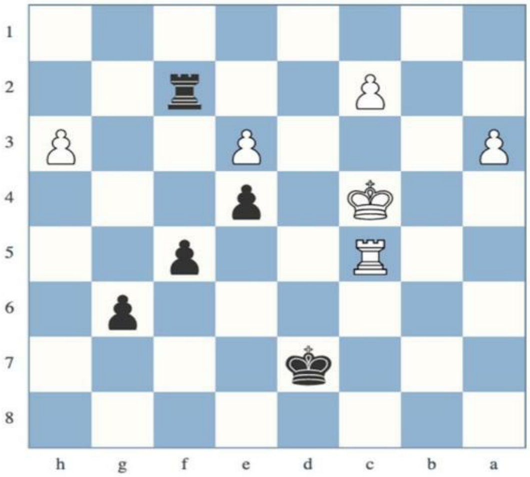
17. Promotion (5)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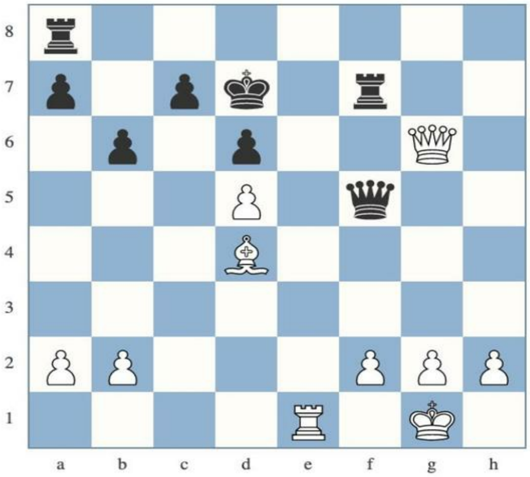
18. Attack (3)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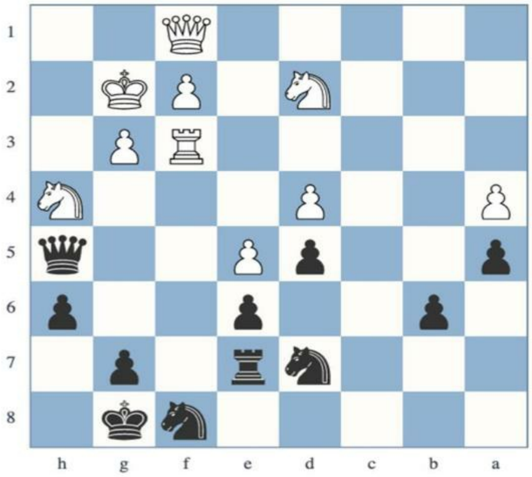
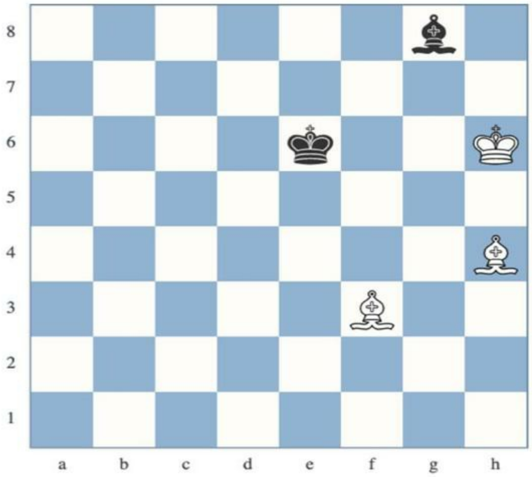
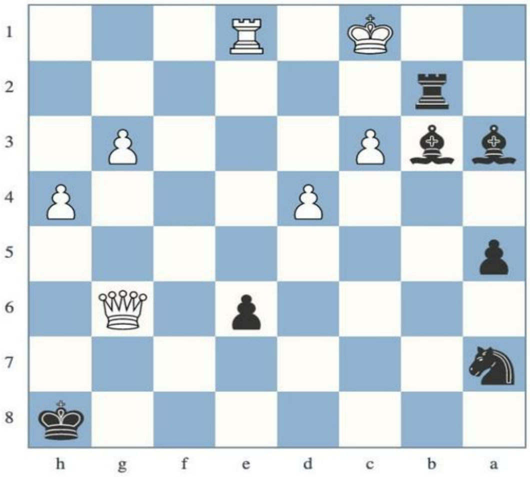
19. Best move (1)



20. Best move (3)



21. Mate in 2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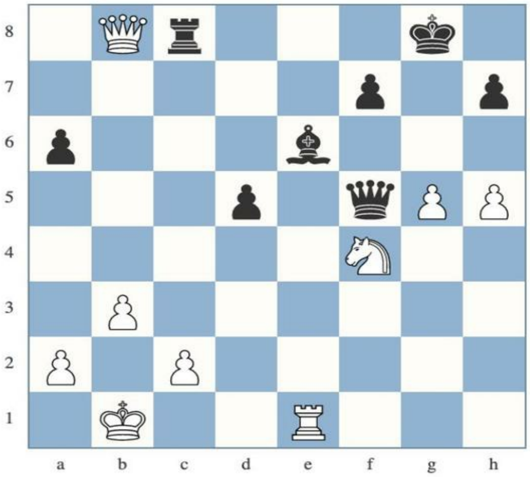
22. Mate in 3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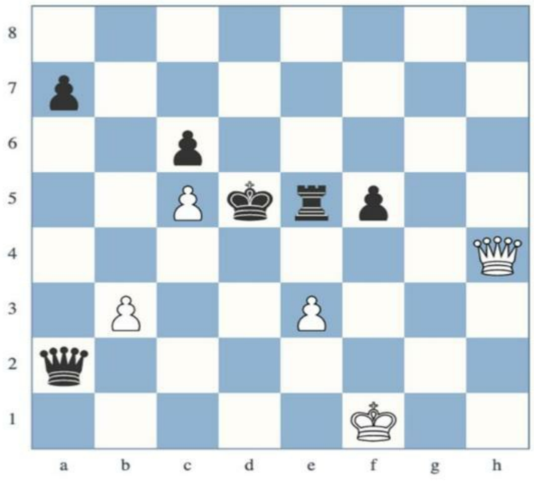
23. Best move (1)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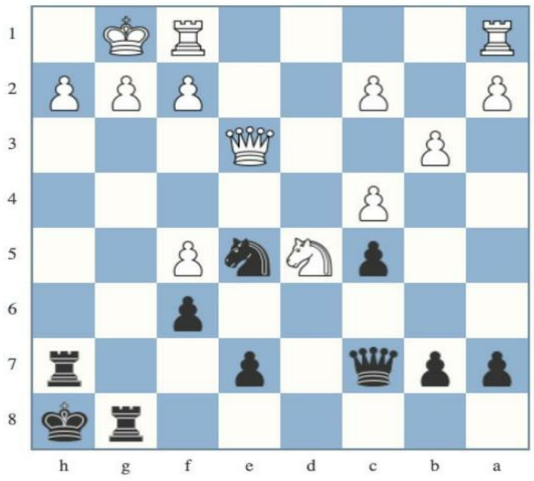
24. Best move (2)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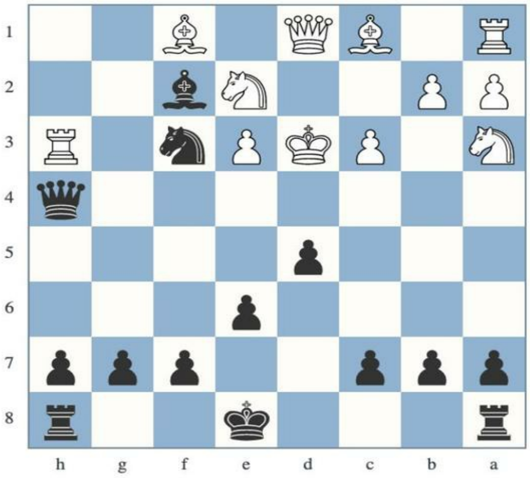
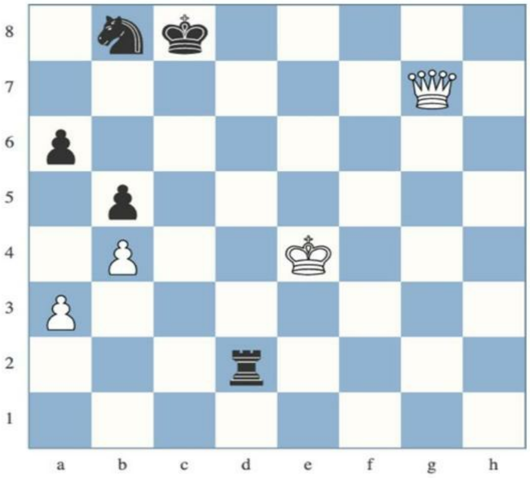
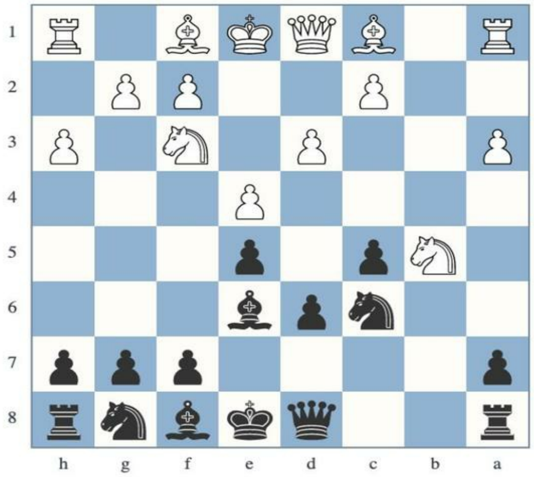
25. Best move (1)



26. Endgame (2)



27. Attack (3)



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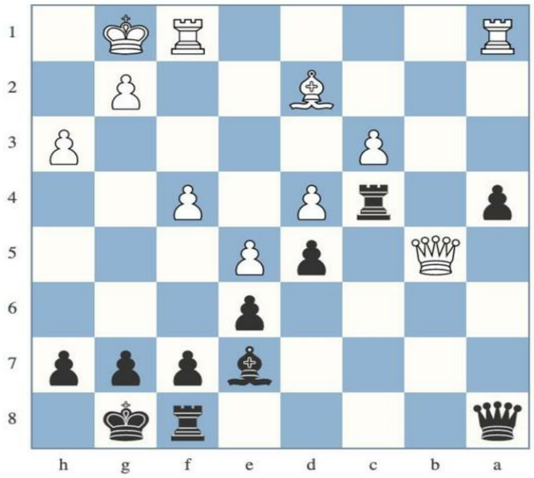
28. Trap (3)



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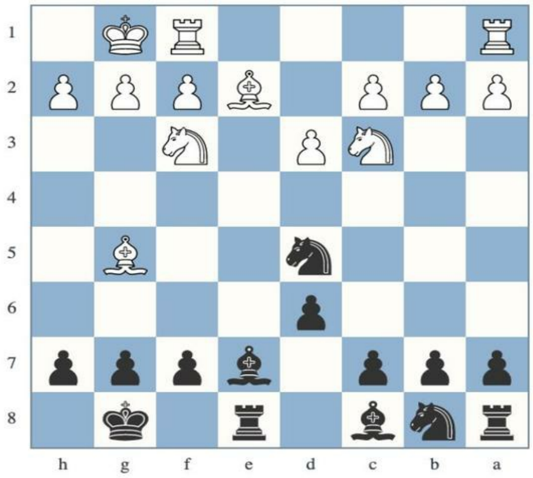
29. Attack (3)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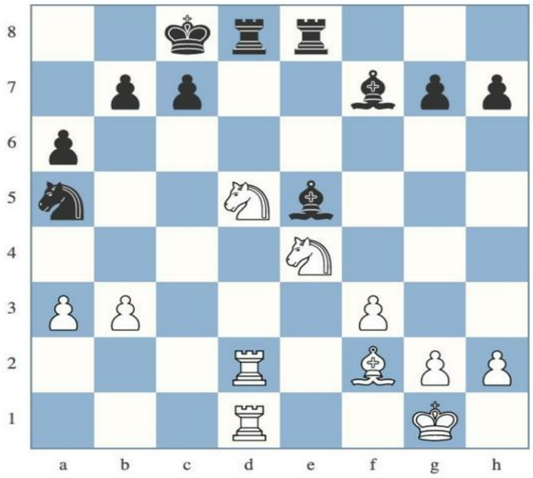
30. Mate in 3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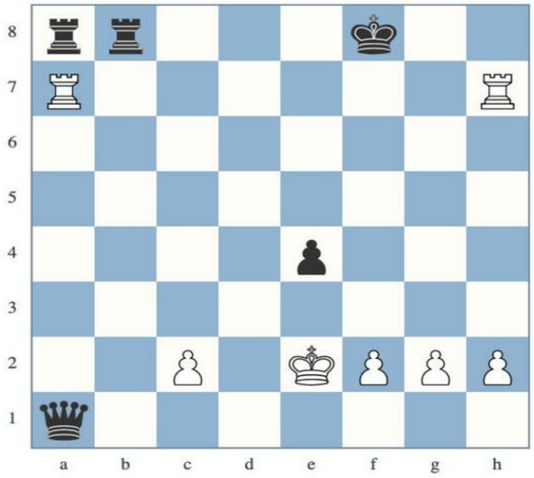
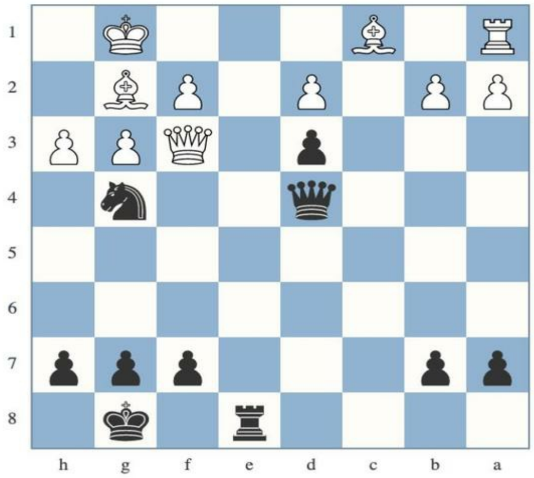
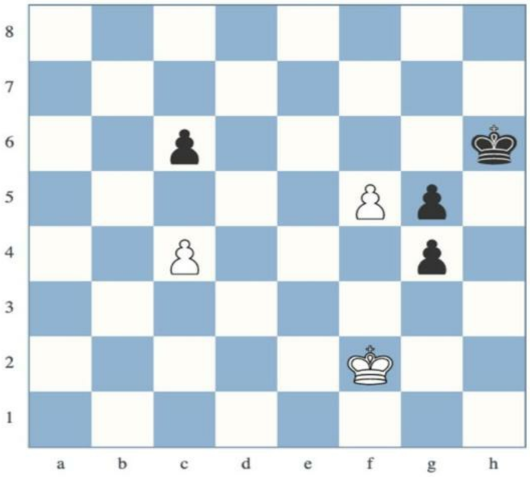
31. Defense (3)



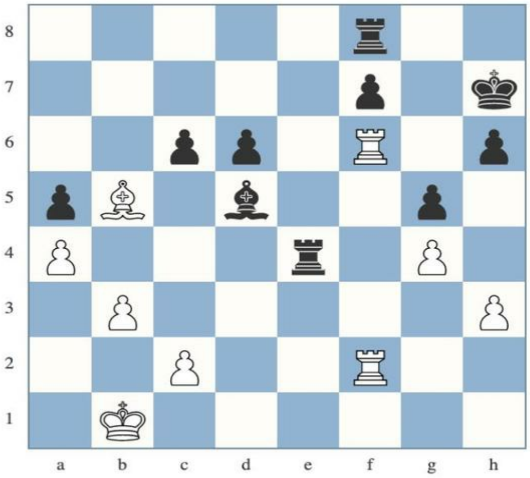
32. Attack (4)



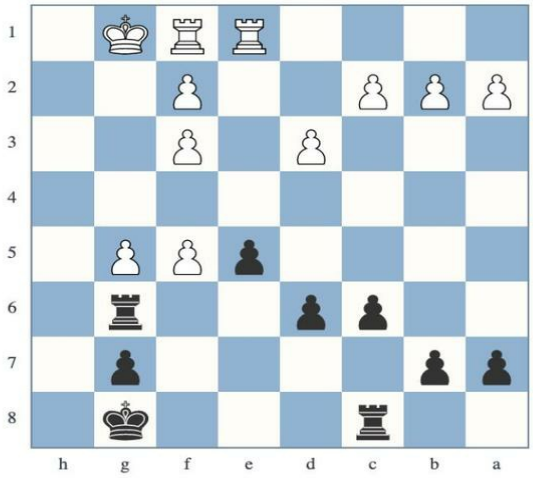
33. Endgame (4)



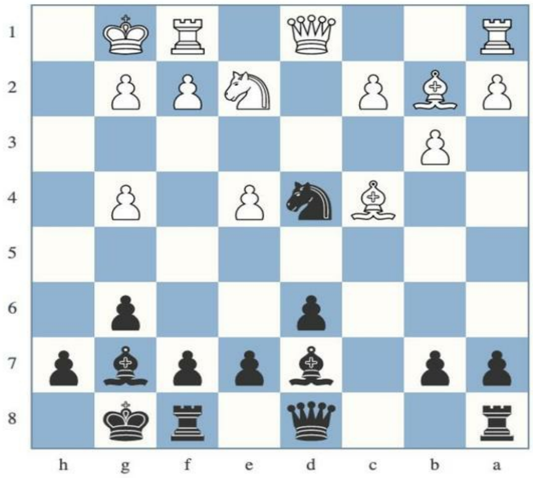
34. Best move (2)



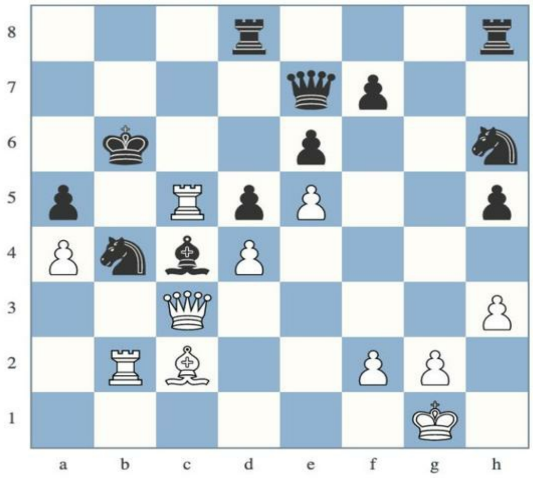
35. Mate in 4



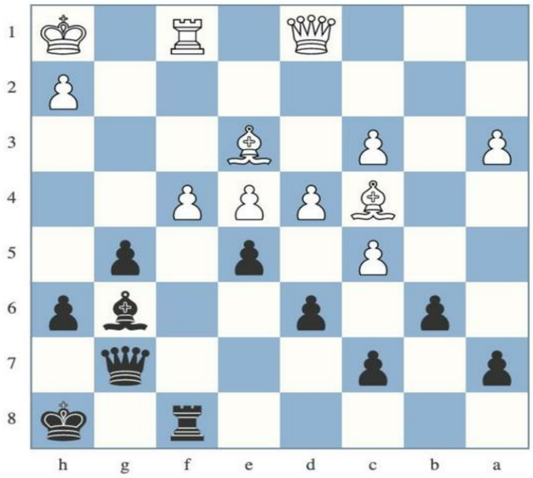
36. Best move (2)



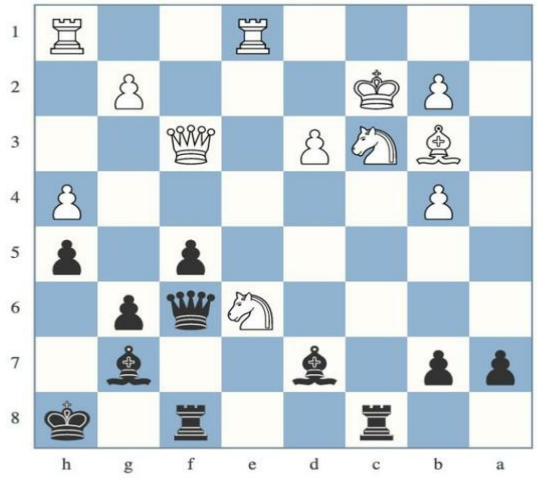
37. Best move (3)



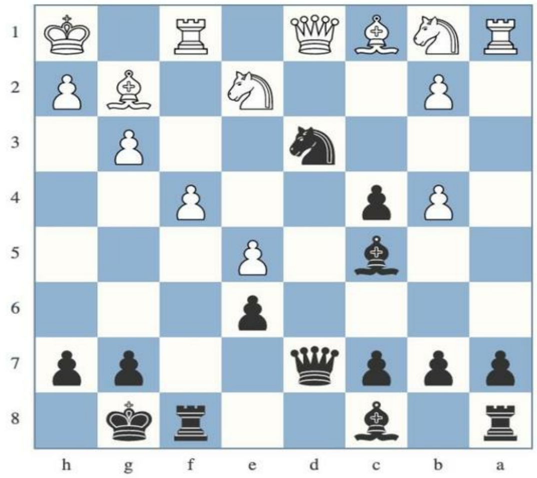
38. Attack (2)



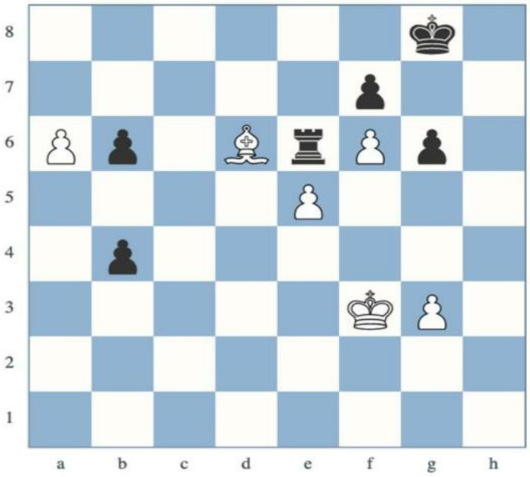
39. Attack (3)



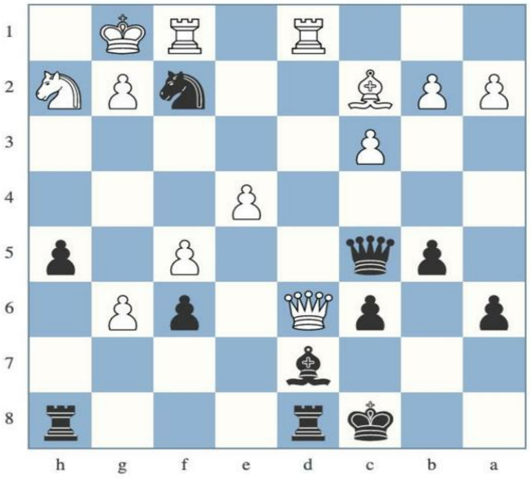
40. Attack (2)



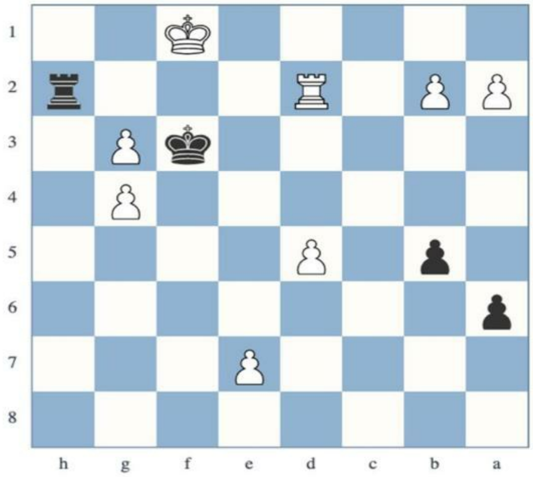
41. Promotion (3)



42. Mate in 3



43. Best move (1)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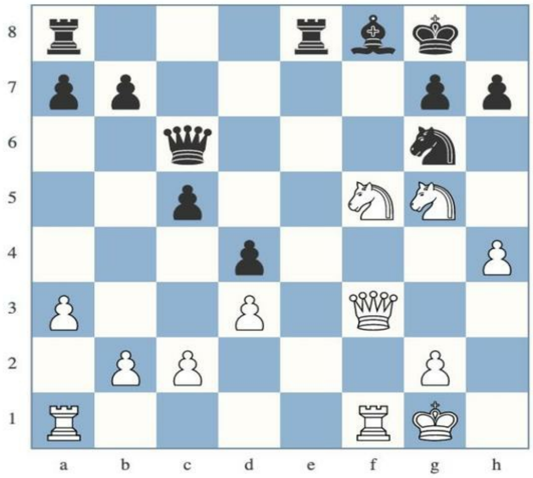
44. Mate in 3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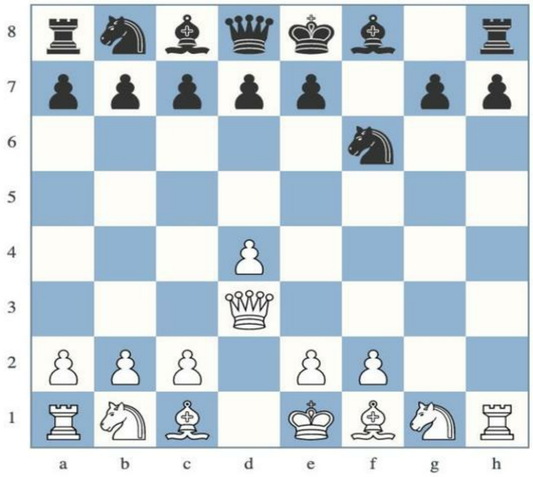
45. Best move (2)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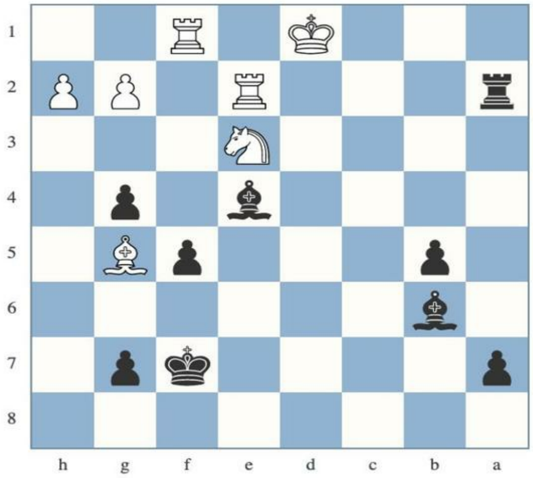
46. Best move (2)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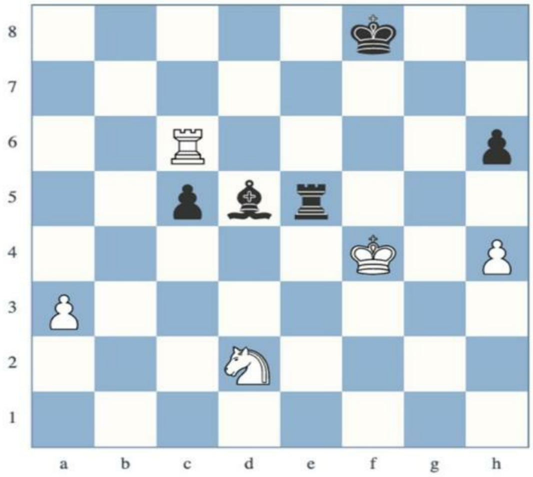
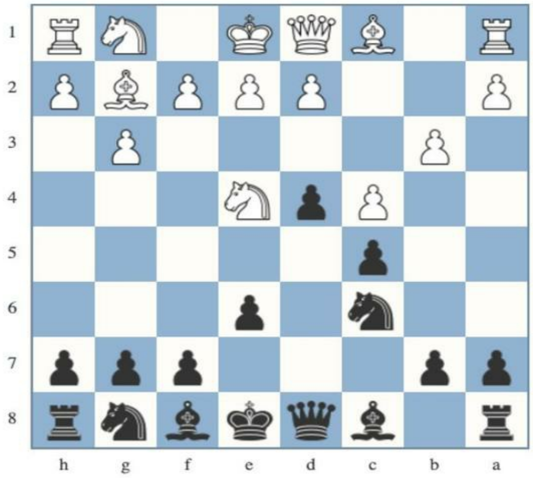
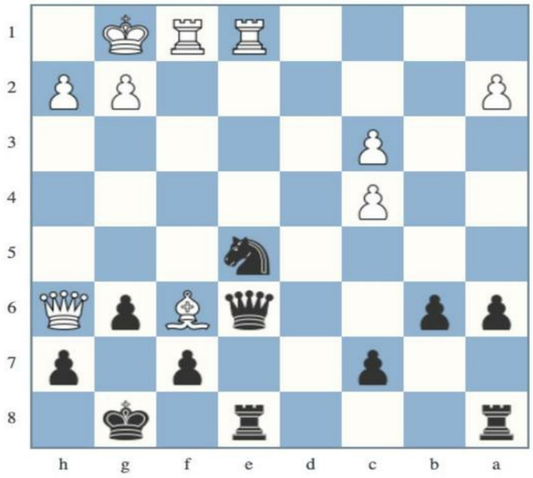
47. Defense (2)



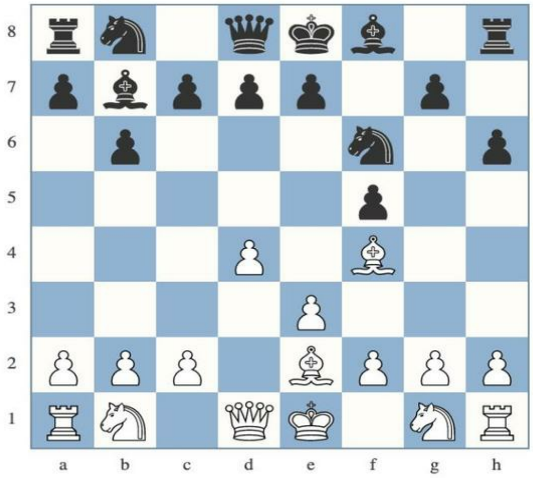
48. Attack (2)



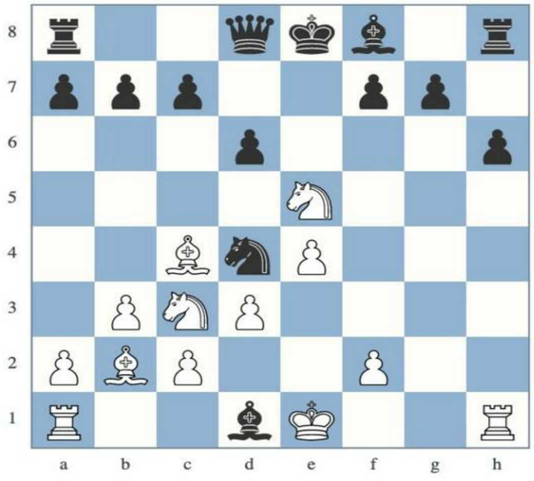
49. Defense (2)



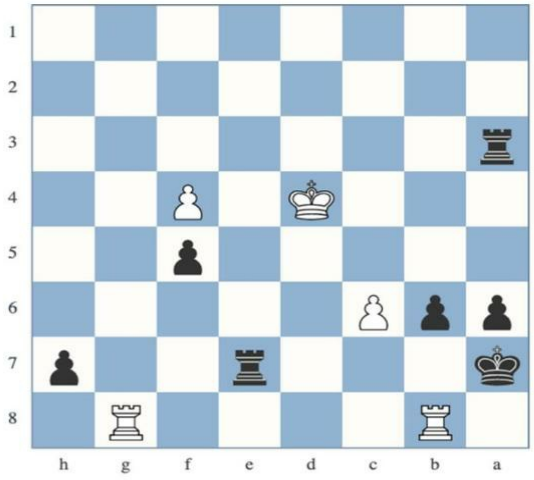
50. Best move (3)



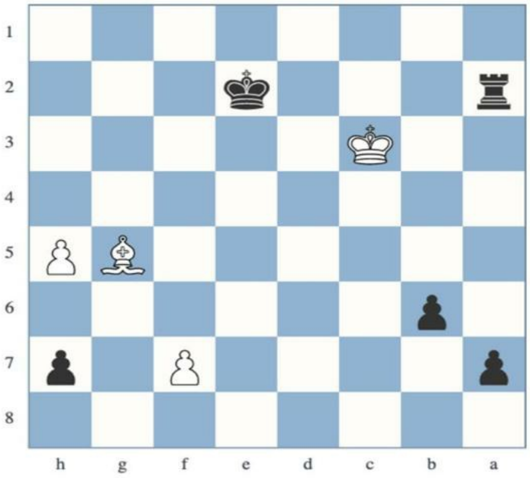
51. Mate in 2



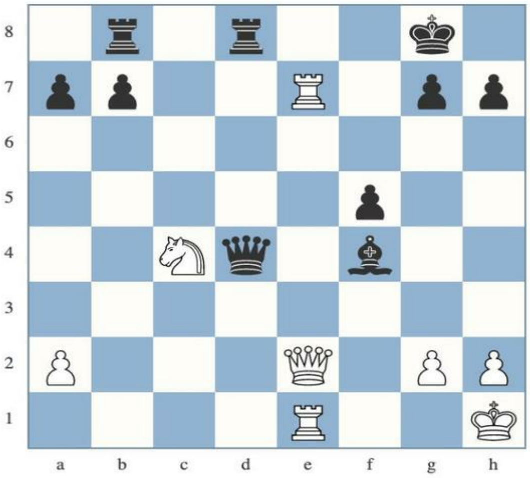
52. Best move (2)



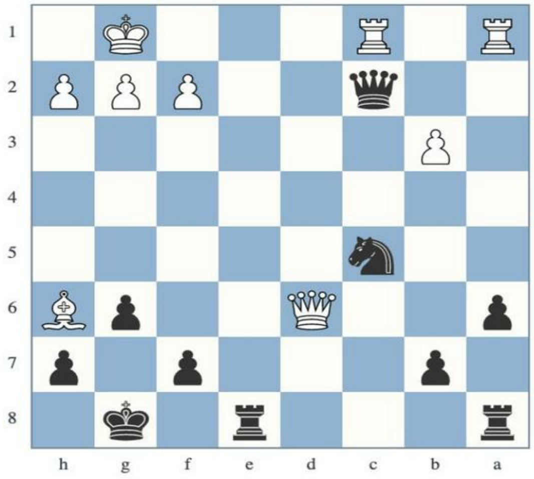
53. Defense (3)



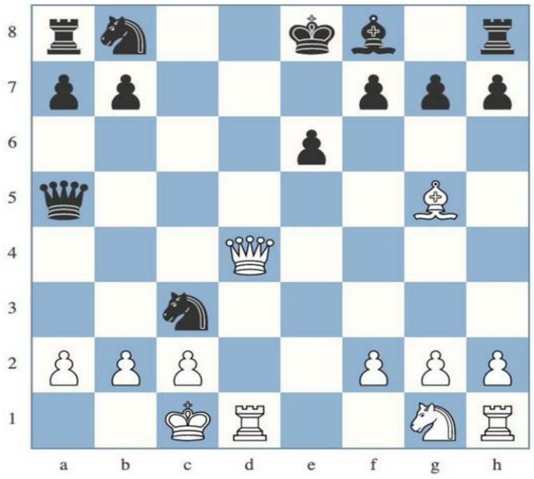
54. Mate in 4



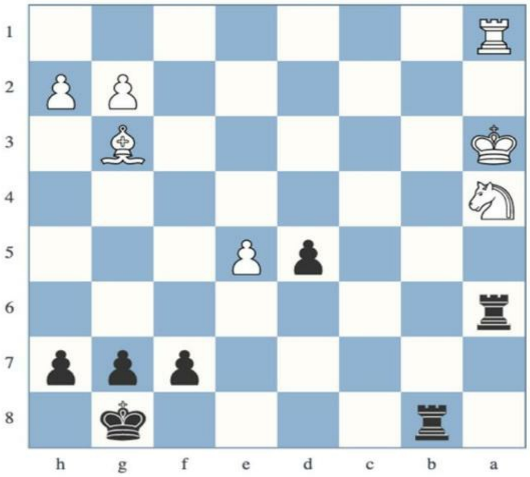
55. Best move (3)



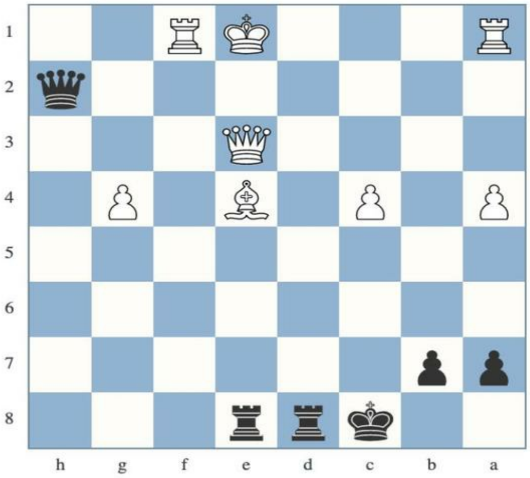
56. Best move (2)



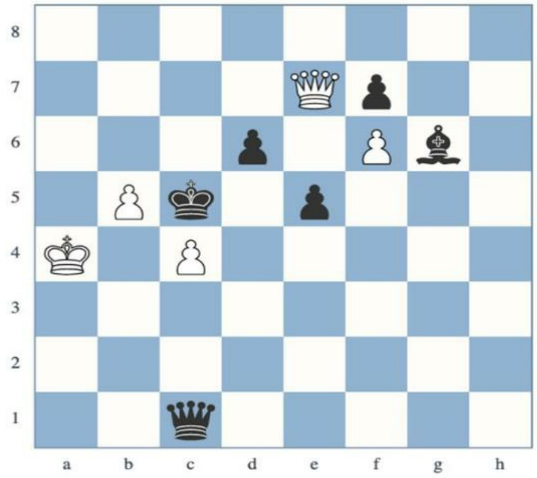
57. Endgame (3)



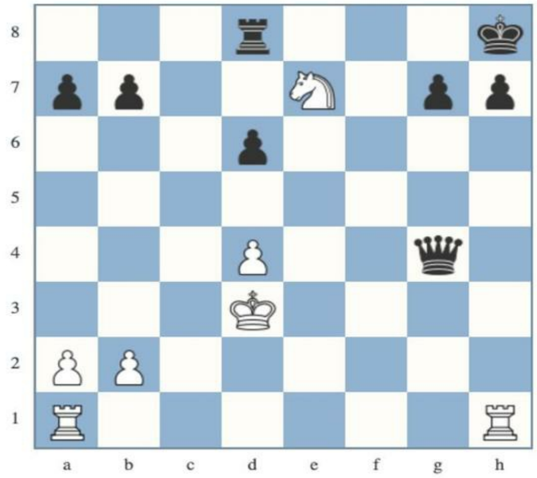
58. Best move (2)



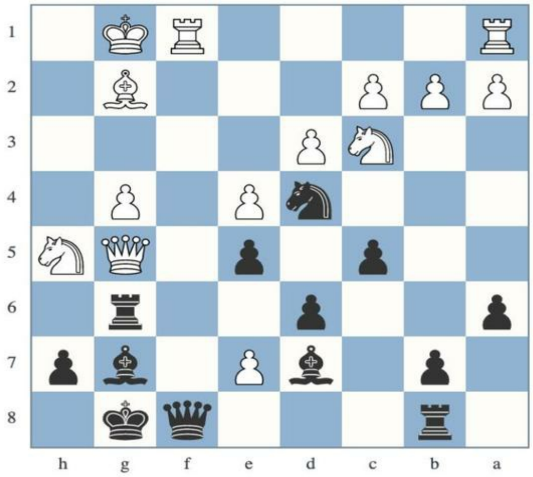
59. Attack (3)



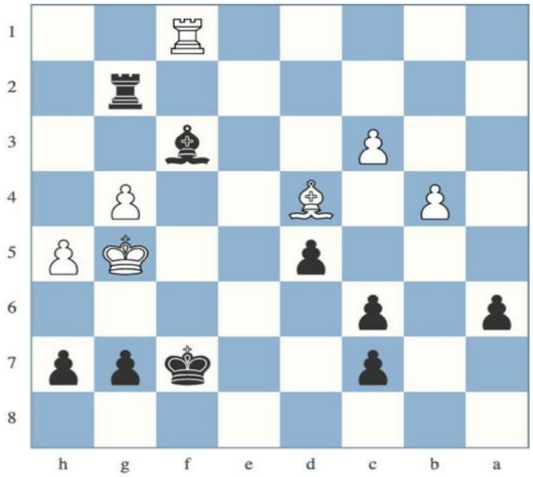
60. Mate in 3



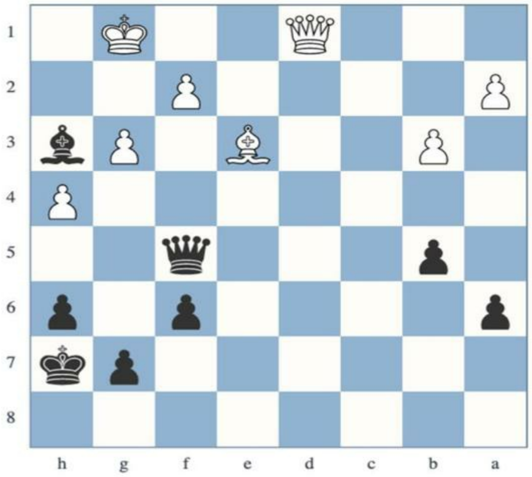
61. Defense (2)



62. Mate in 4



63. Attack (2)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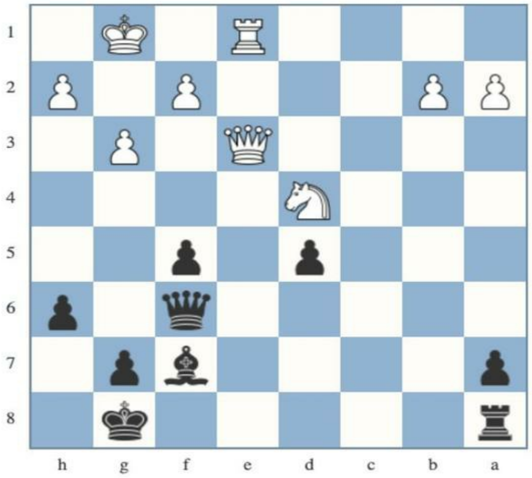
64. Attack (3)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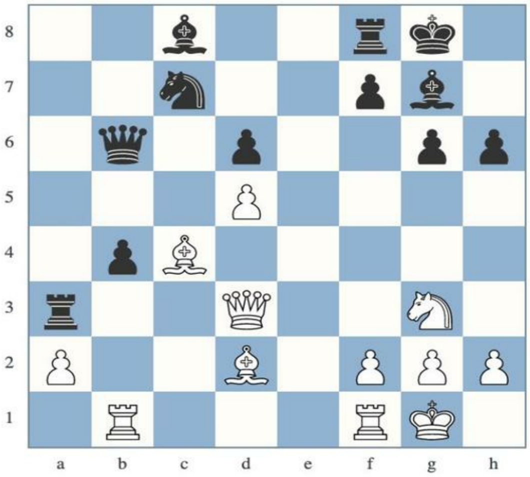
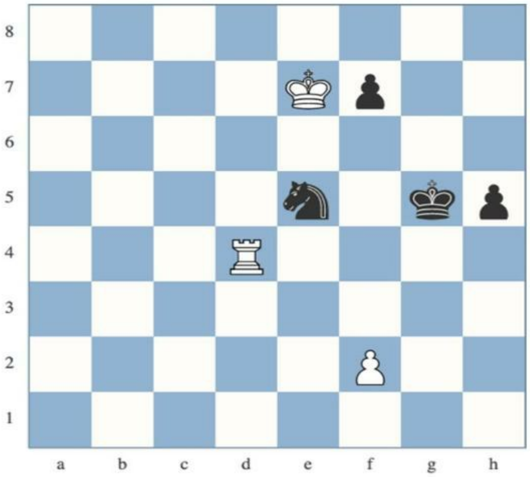
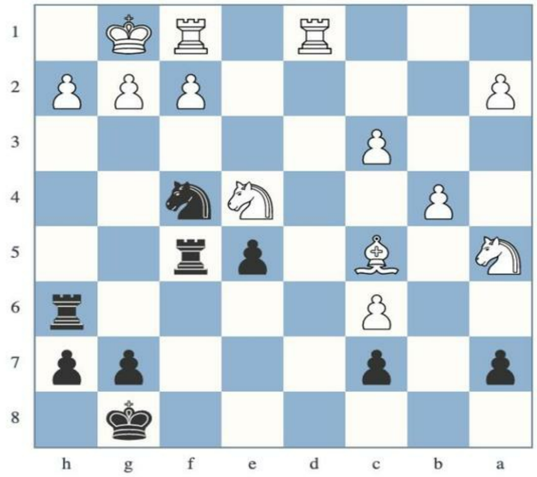
65. Attack (2)



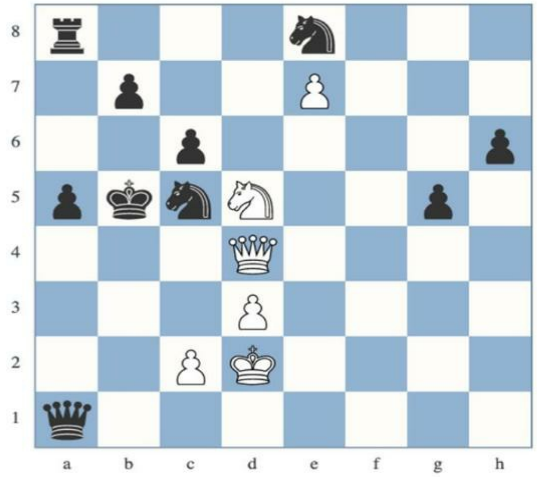
66. Endgame (3)



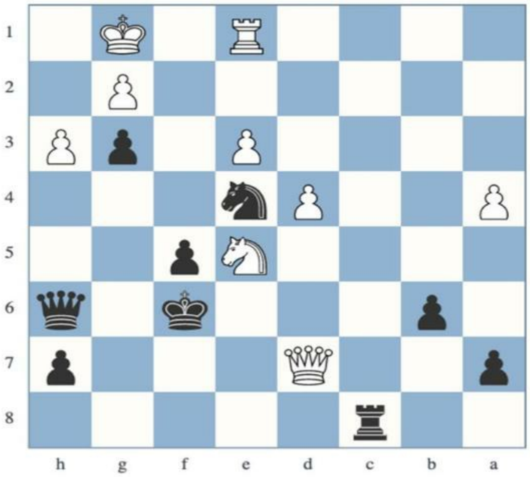
67. Mate in 3



68. Best move (1)



69. Mate in 3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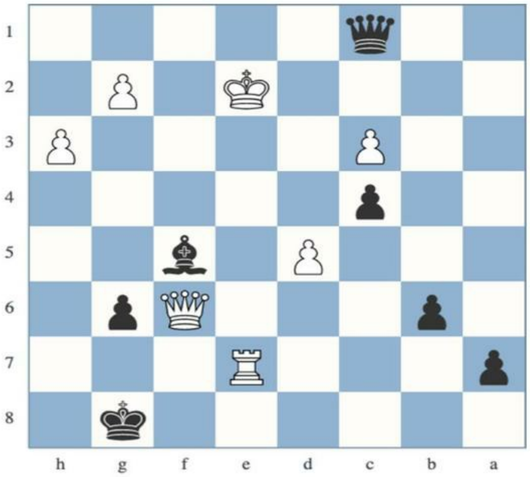
70. Attack (3)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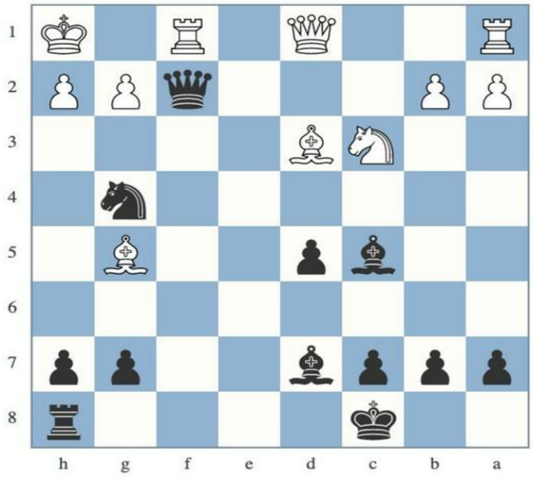
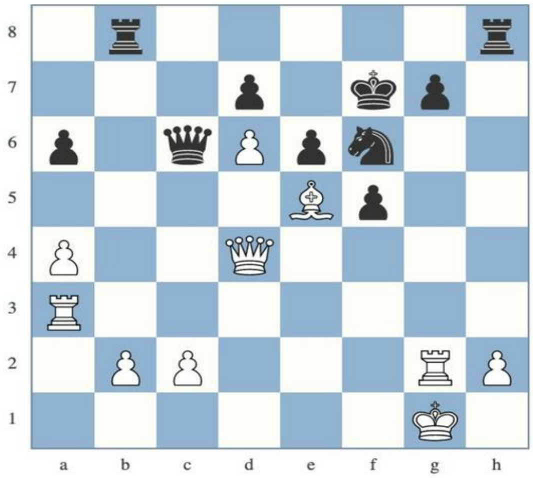
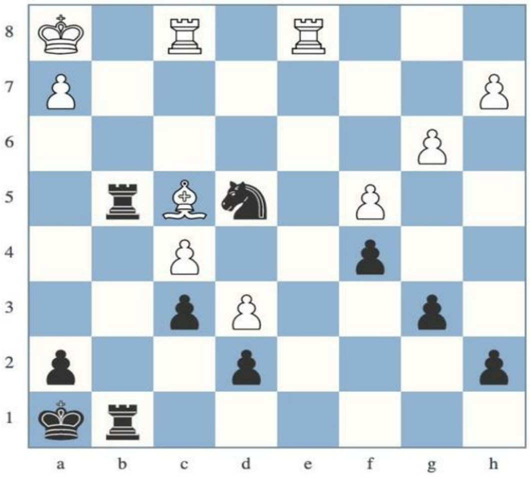
71. Best move (2)



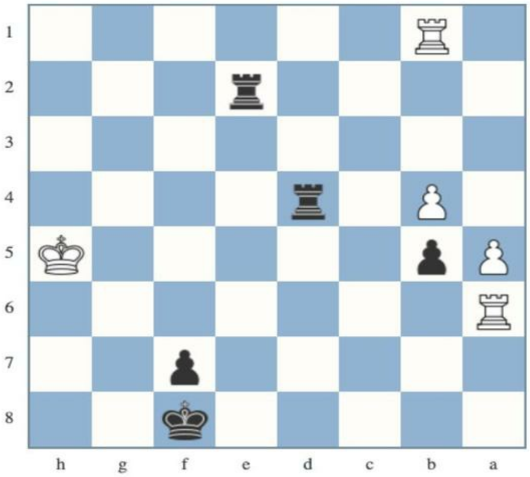
72. Attack (4)



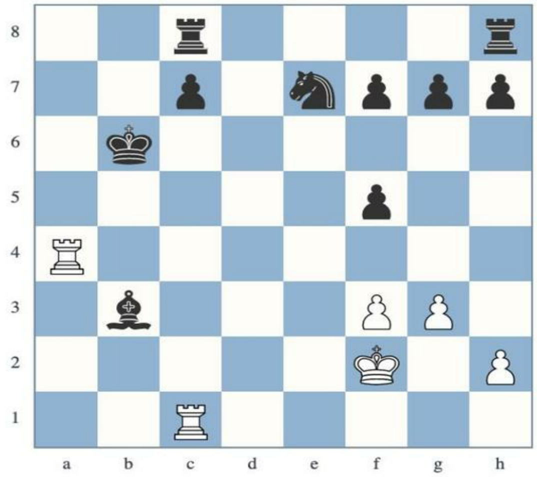
73. Mate in 2



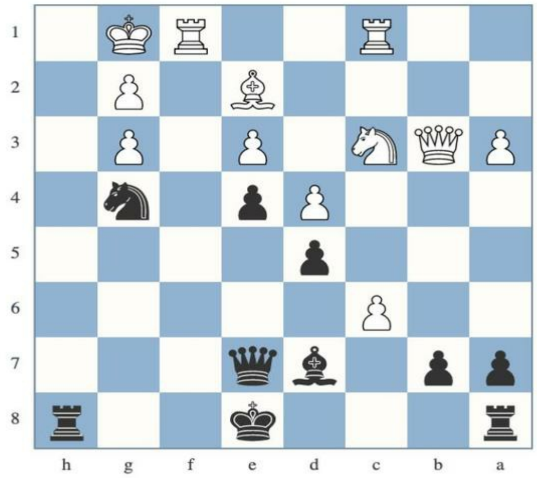
74. Best move (2)



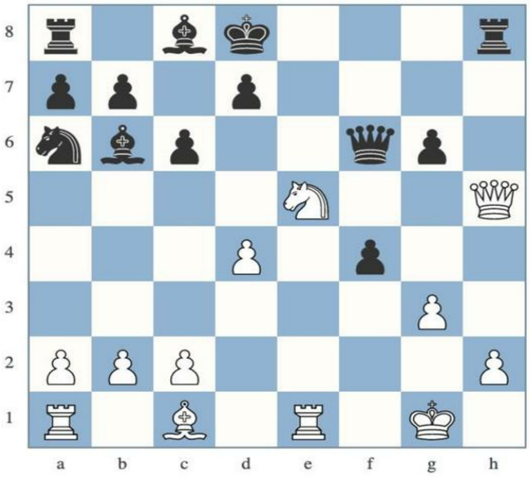
75. Mate in 4



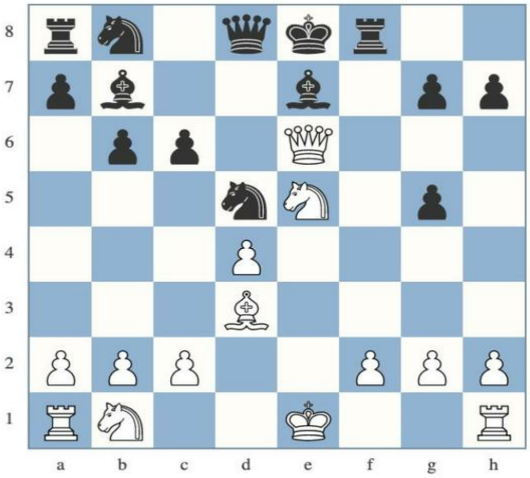
76. Mate in 3



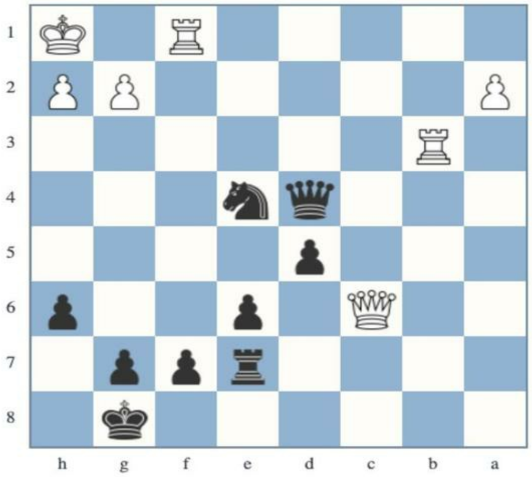
77. Attack (3)



78. Mate in 3



79. Mate in 4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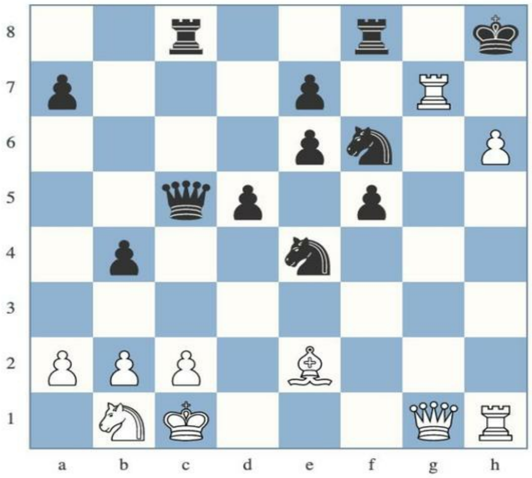
80. Best move (2)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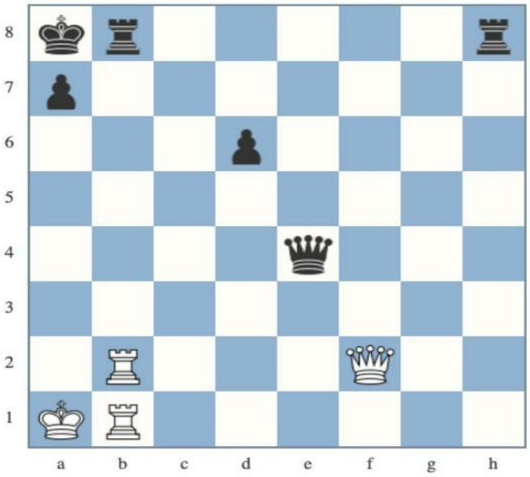
81. Mate in 3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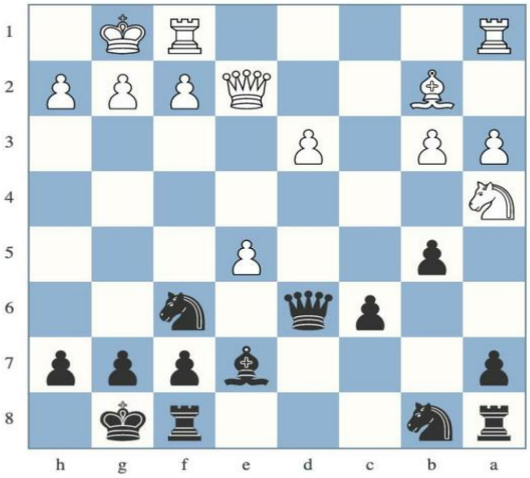
82. Defense (1)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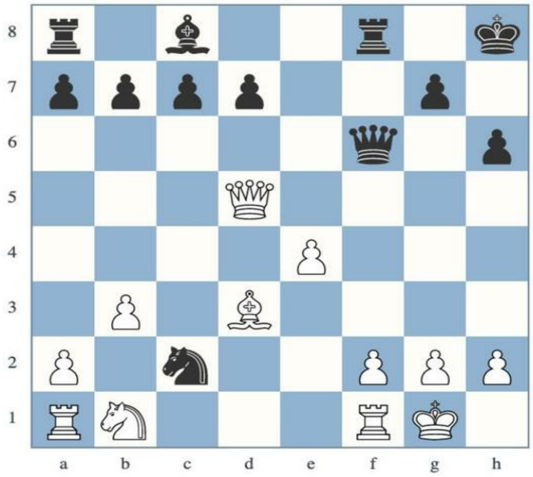
83. Defense (3)



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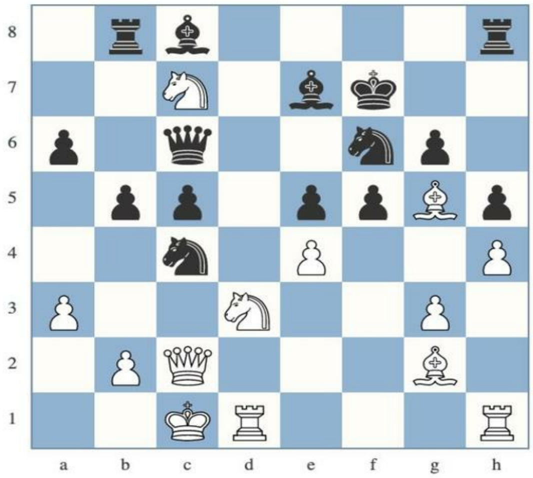
84. Attack (3)



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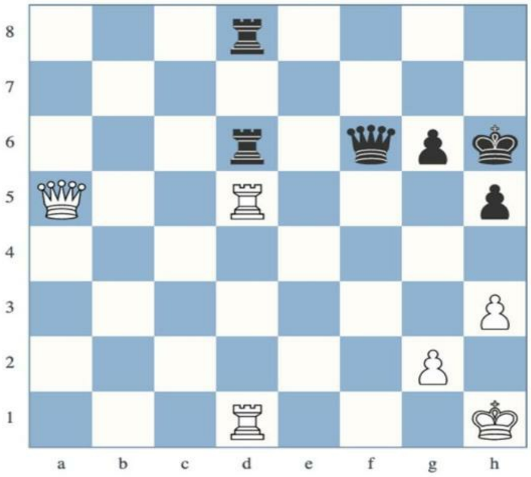
85. Attack (4)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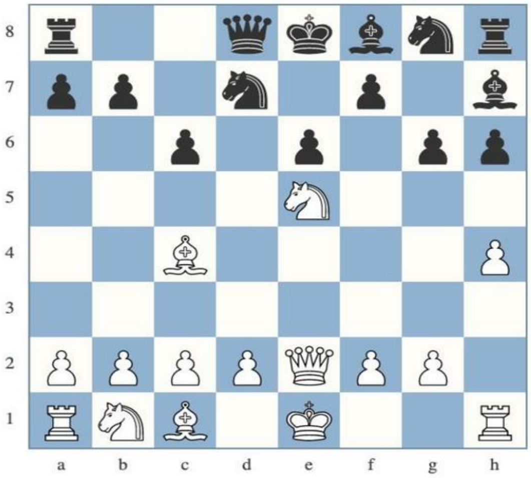
86. Mate in 3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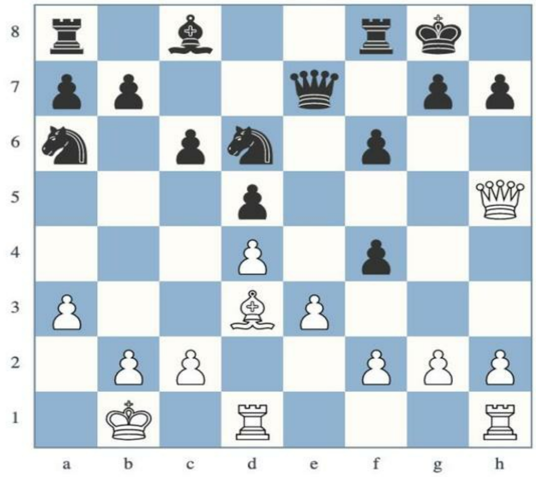
87. Mate in 3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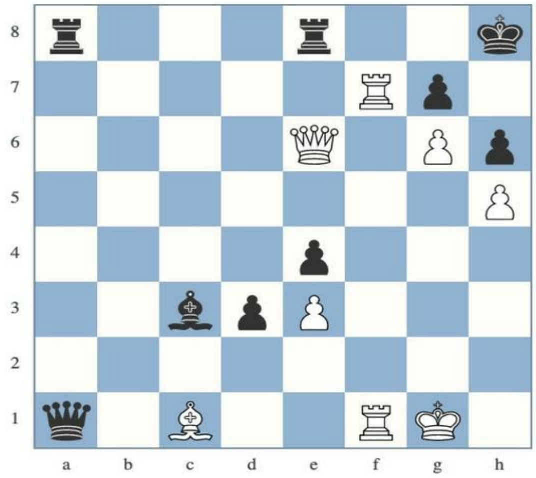
88. Mate in 3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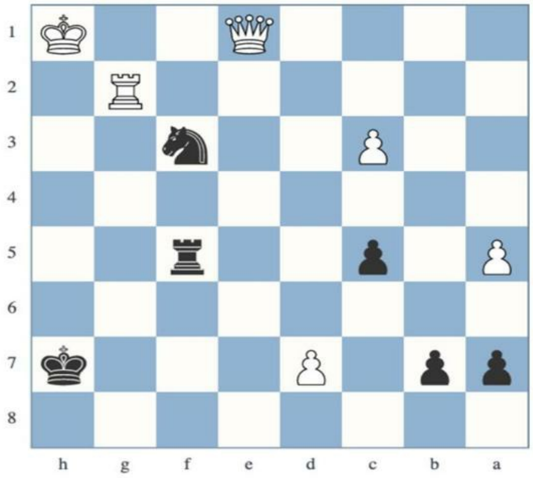
89. Mate in 3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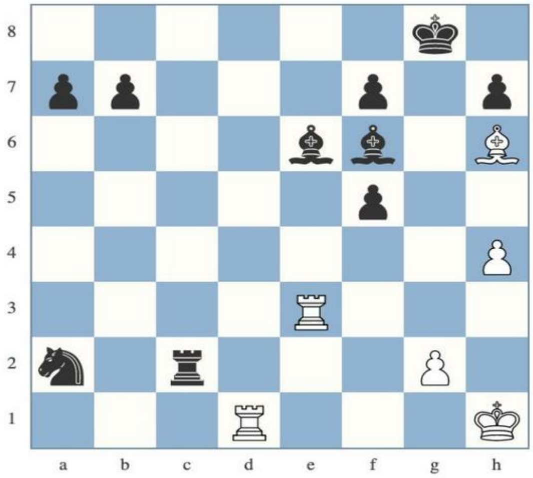
90. Mate in 4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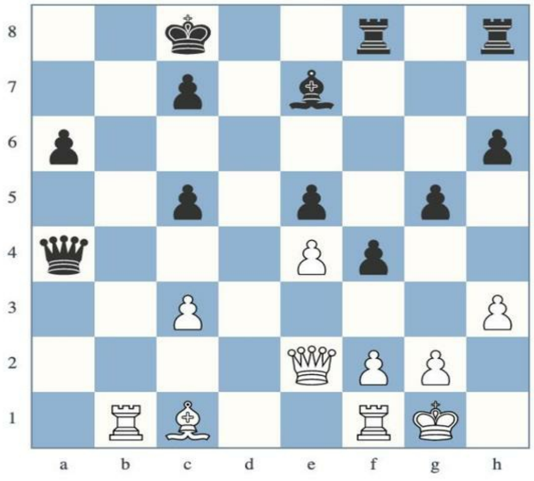
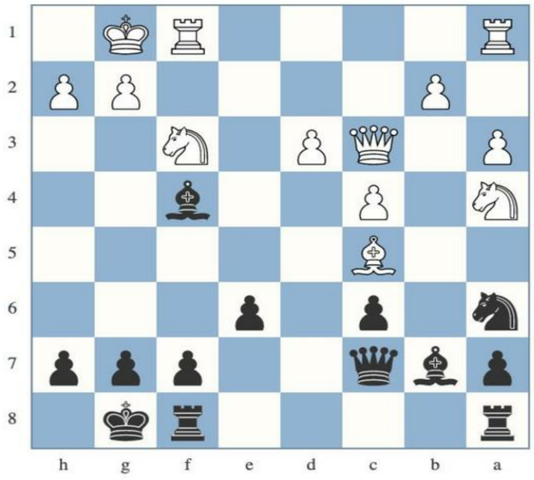
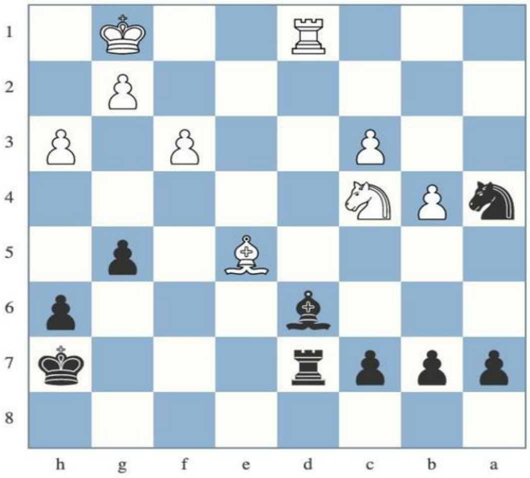
91. Attack (3)



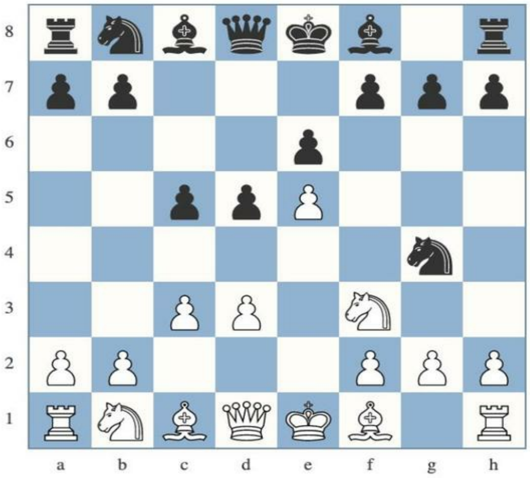
92. Attack (3)



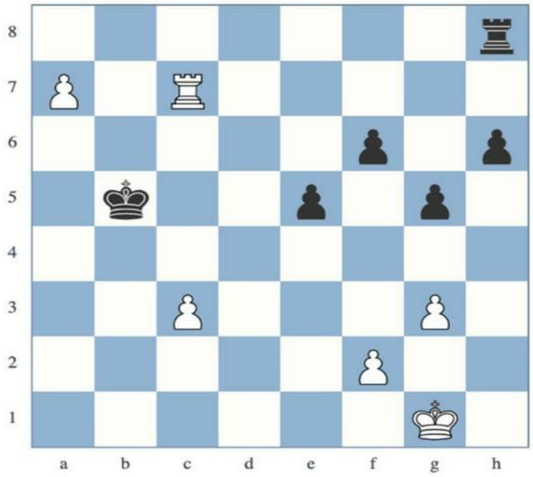
93. Attack (2)



94. Attack (2)



95. Endgame (3)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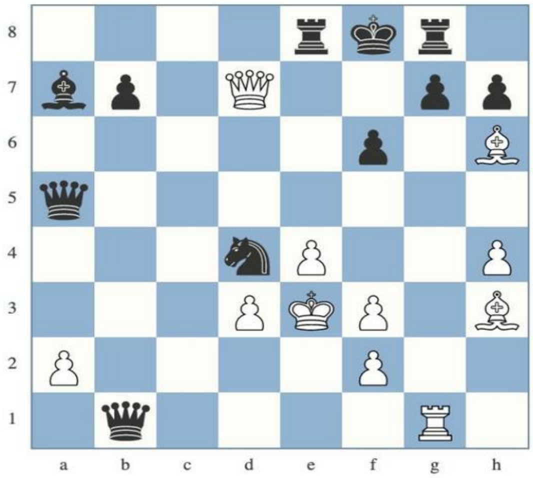
96. Mate in 2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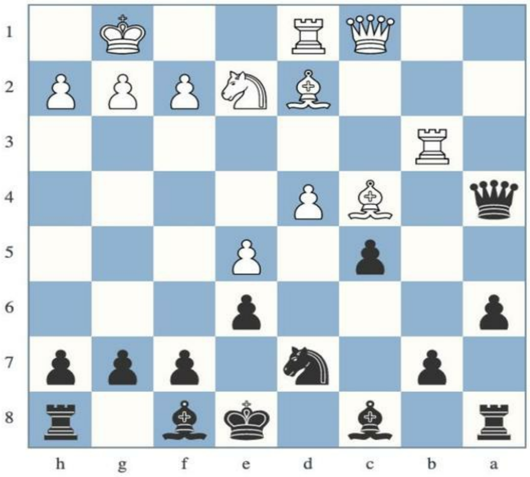
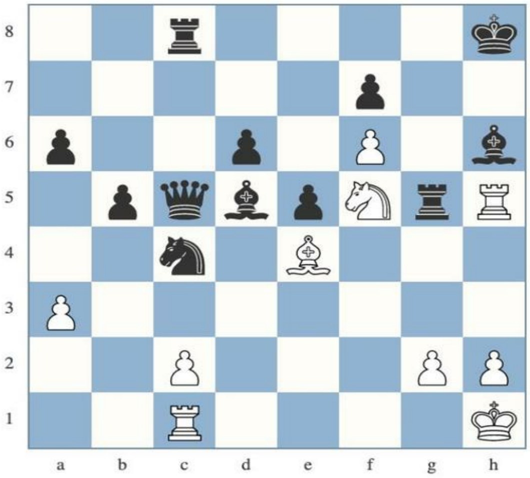
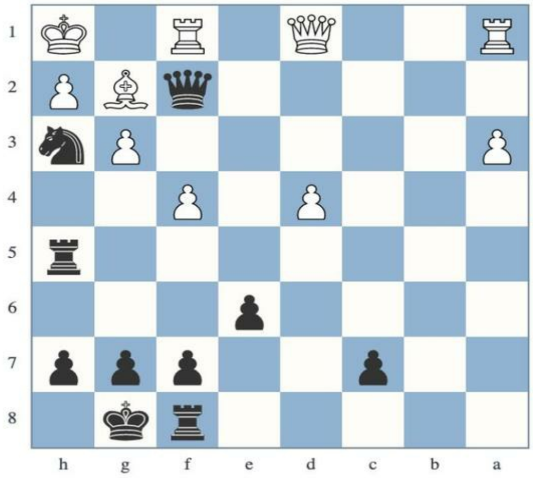
97. Best move (2)



98. Mate in 4



99. Mate in 2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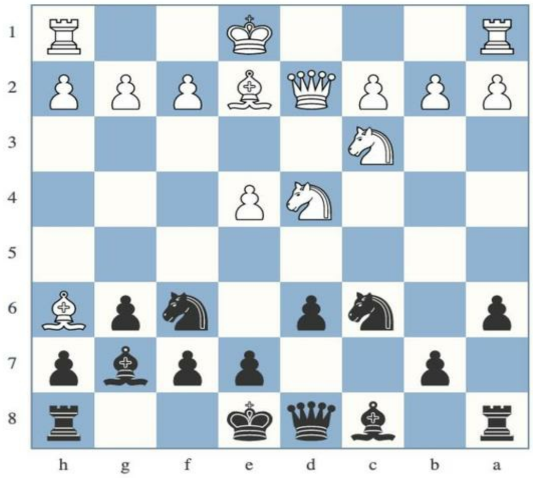
100. Attack (2)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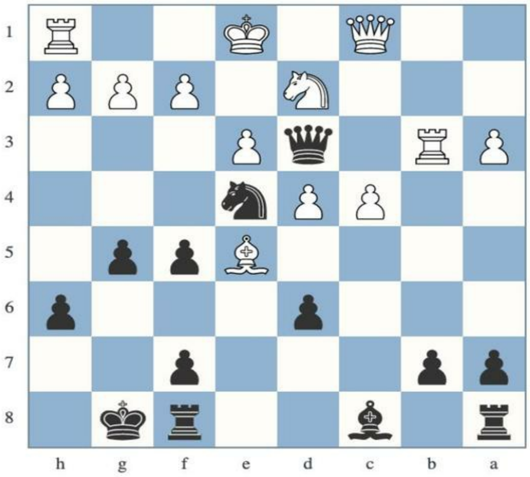
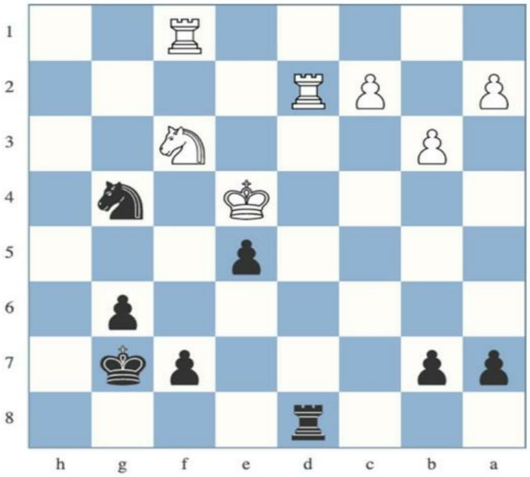
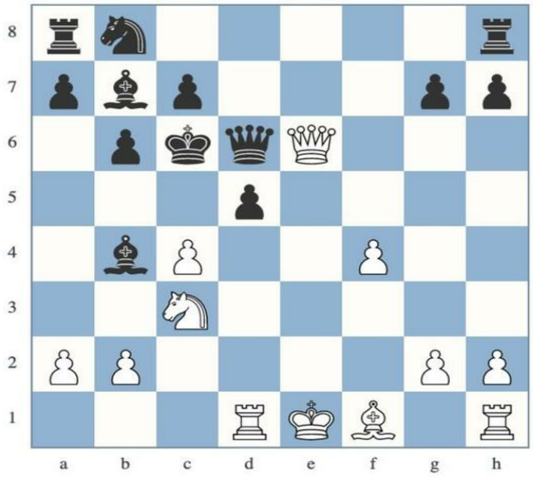
101. Attack (3)



102. Best move (1)



103. Mate in 2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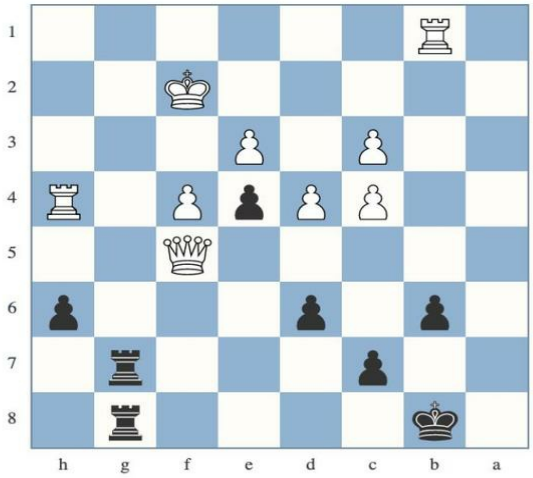
104. Best move (3)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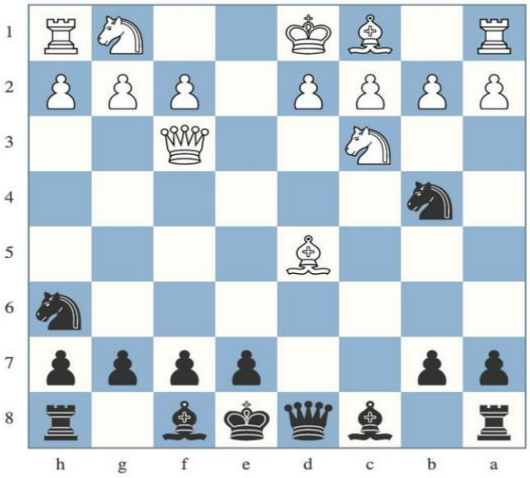
105. Attack (3)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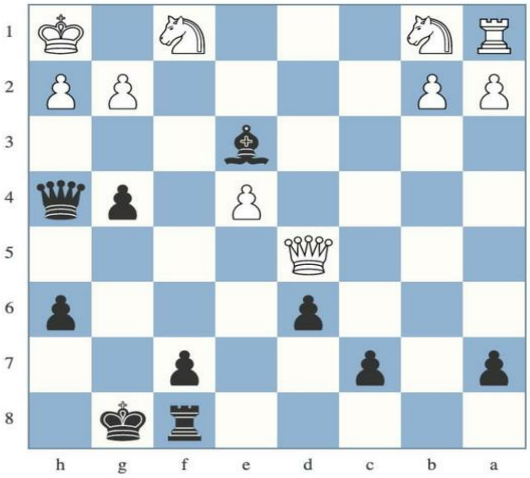
106. Mate in 3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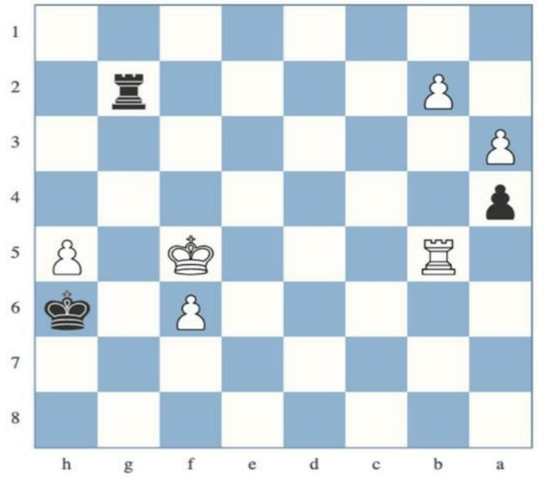
107. Endgame (3)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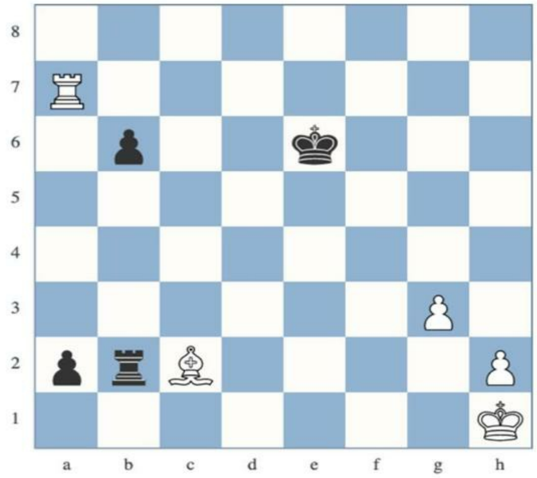
108. Endgame (3)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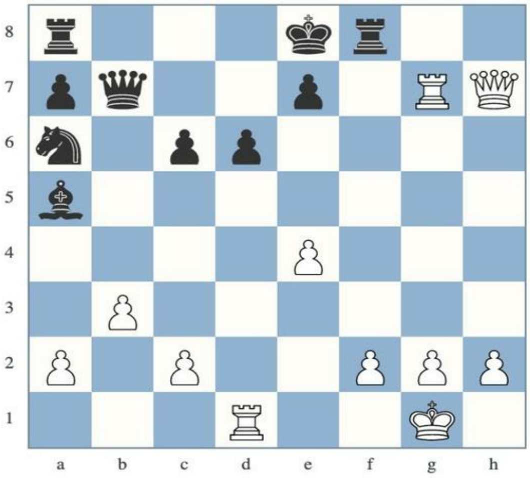
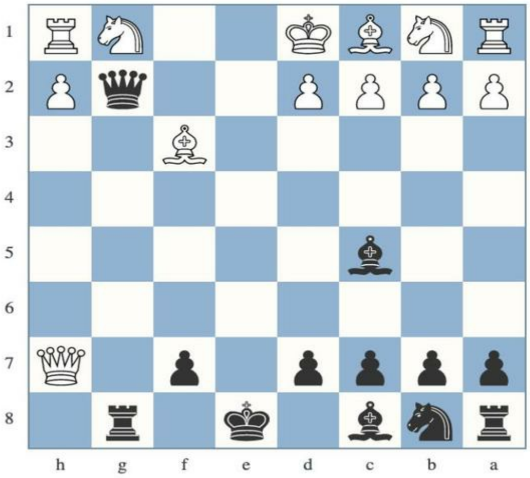
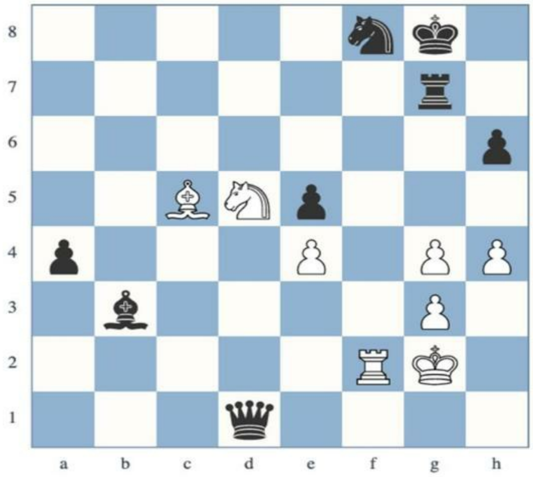
109. Attack (2)



110. Best move (1)



111. Mate in 4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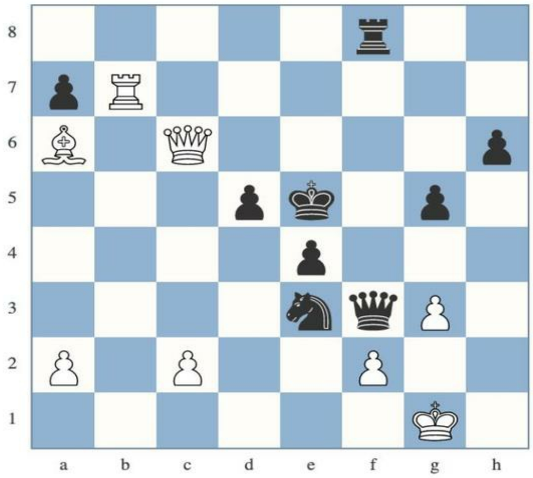
112. Mate in 2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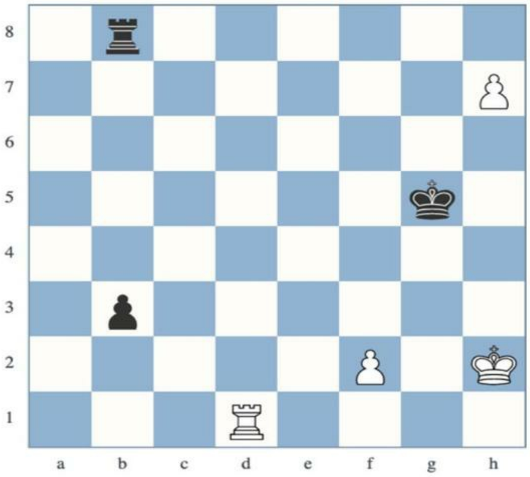
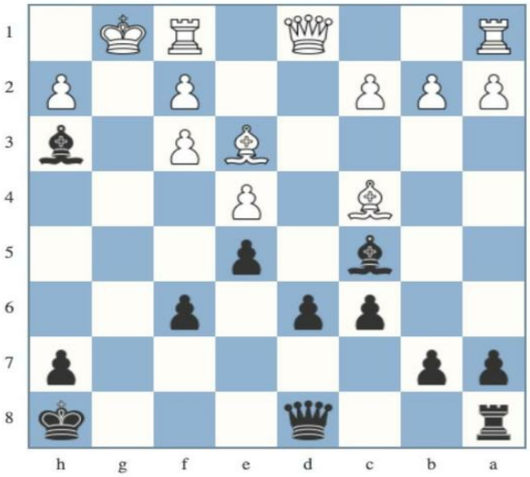
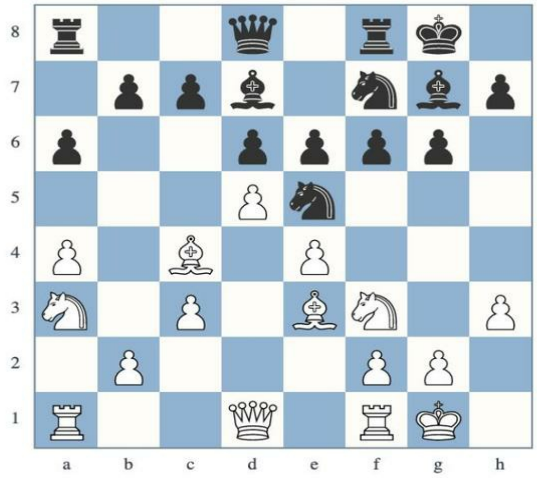
113. Endgame (2)



114. Mate in 5



115. Attack (3)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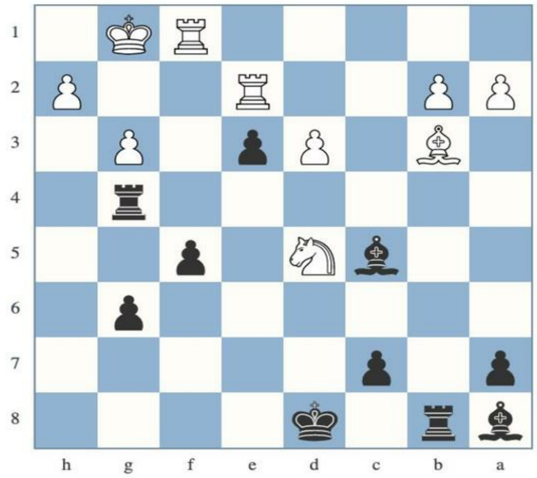
116. Attack (2)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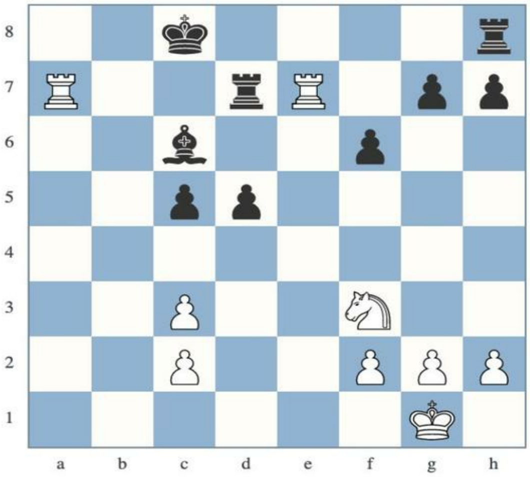
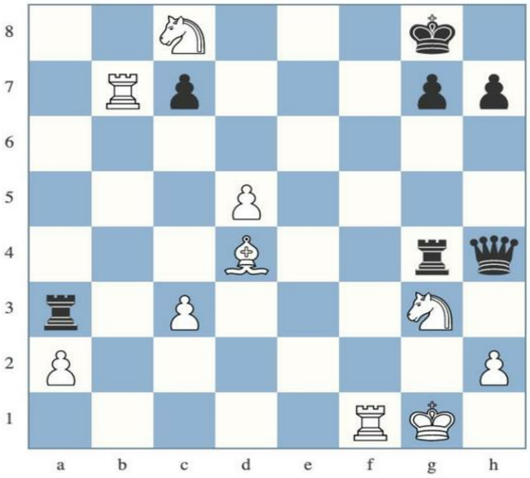
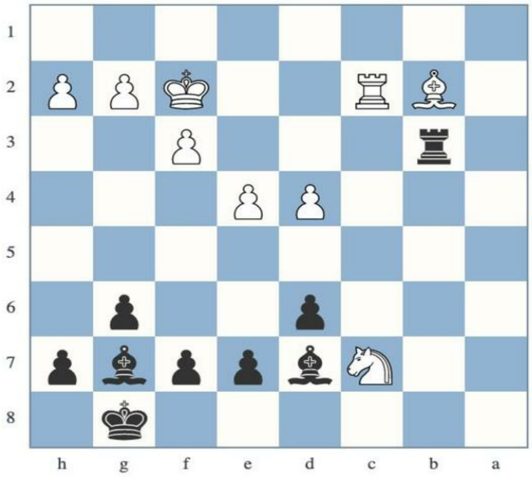
117. Attack (3)



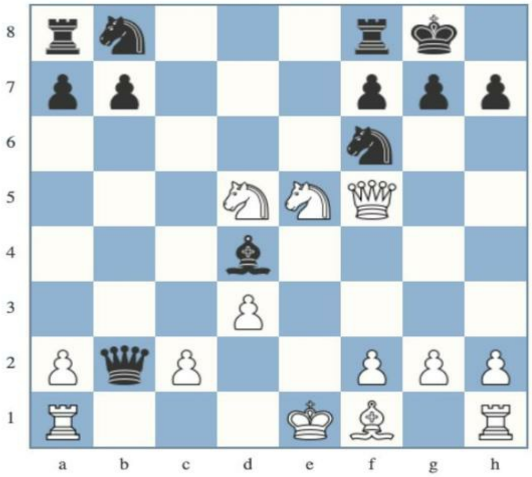
118. Mate in 3



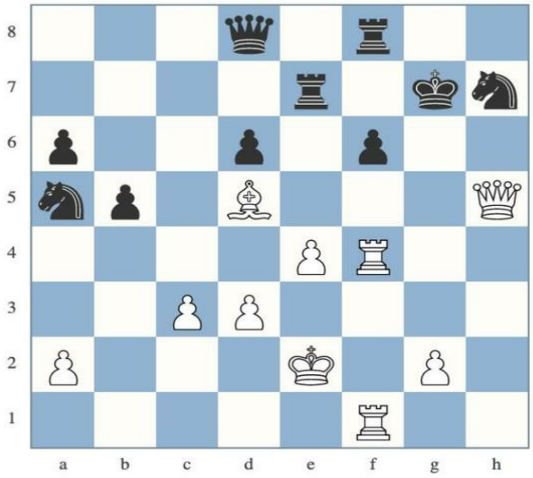
119. Attack (3)



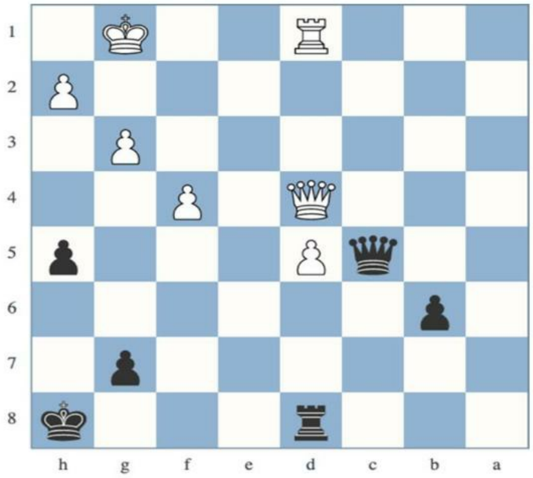
120. Mate in 5



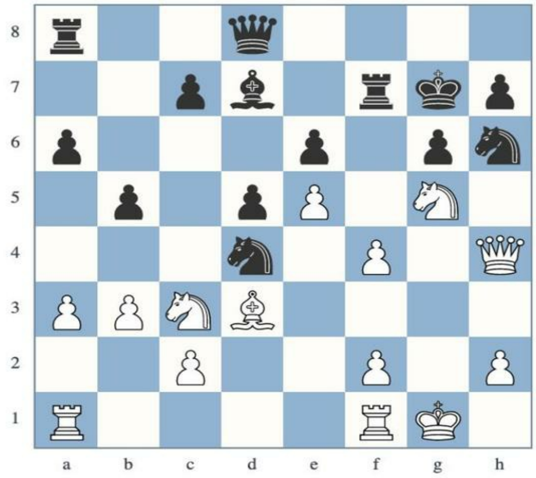
121. Mate in 3



122. Attack (3)



123. Attack (3)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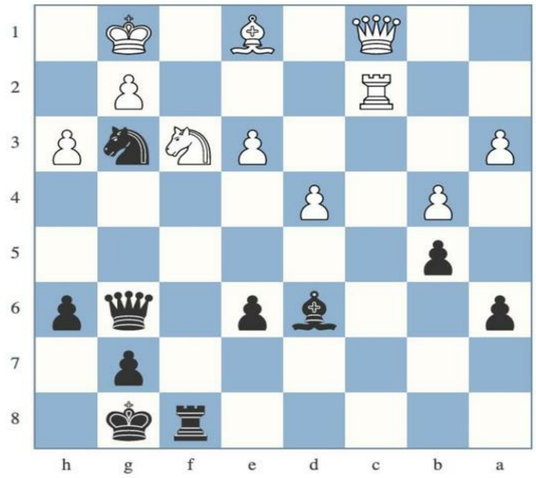
124. Attack (3)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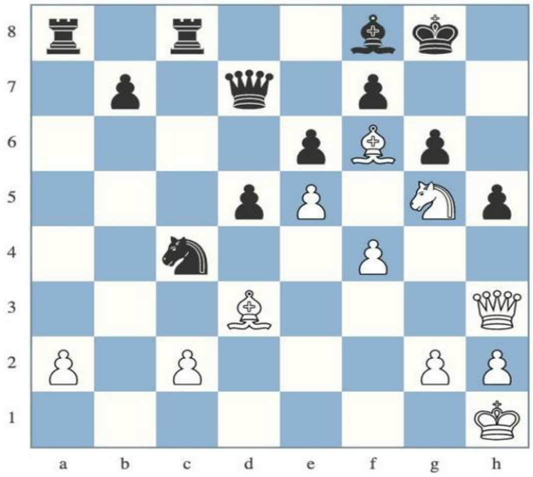
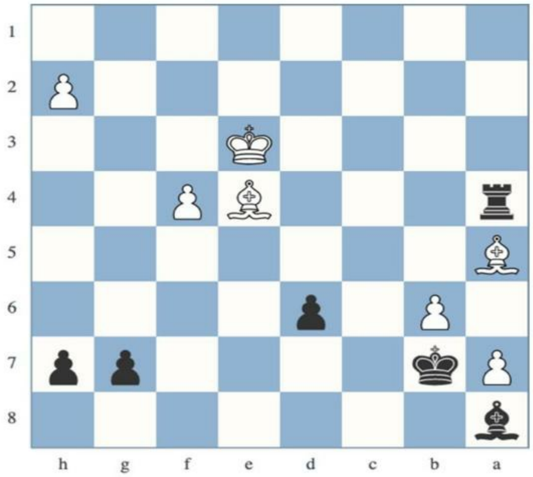
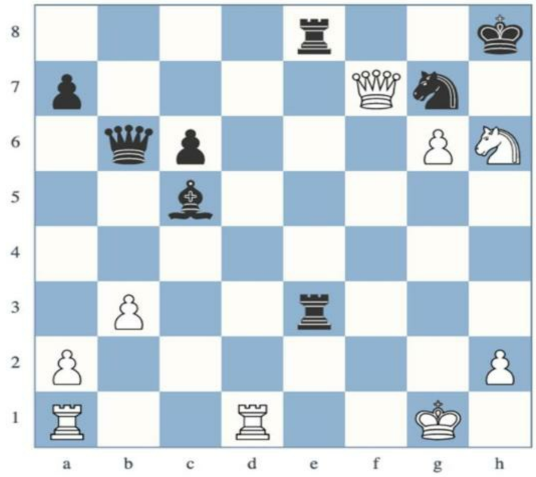
125. Mate in 2



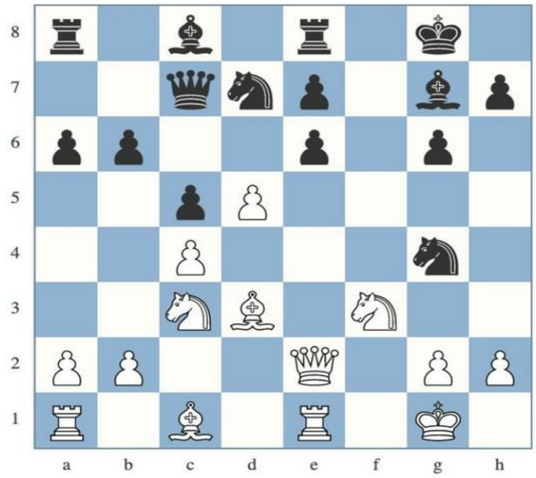
126. Defense (3)



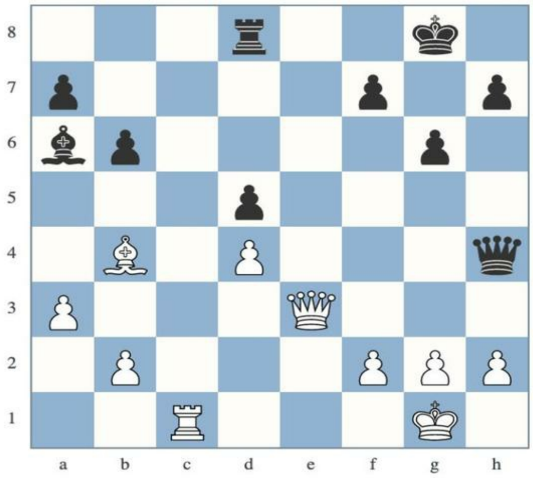
127. Mate in 2



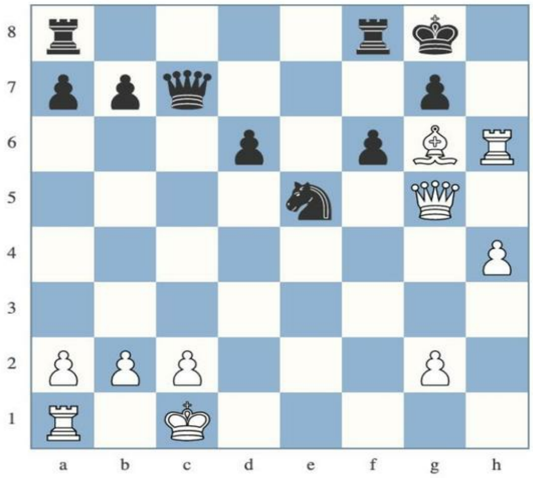
128. Attack (2)



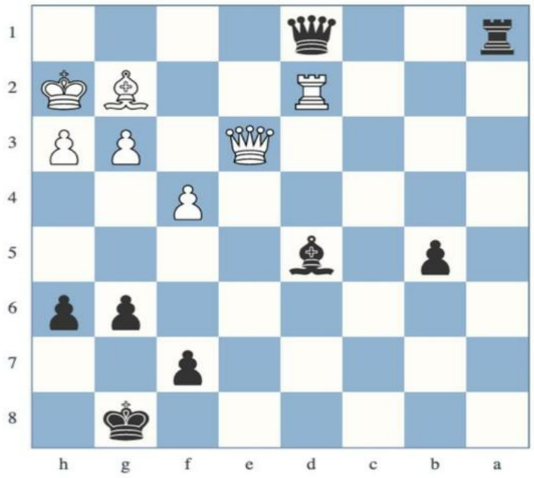
129. Attack (3)



130. Mate in 3



131. Mate in 2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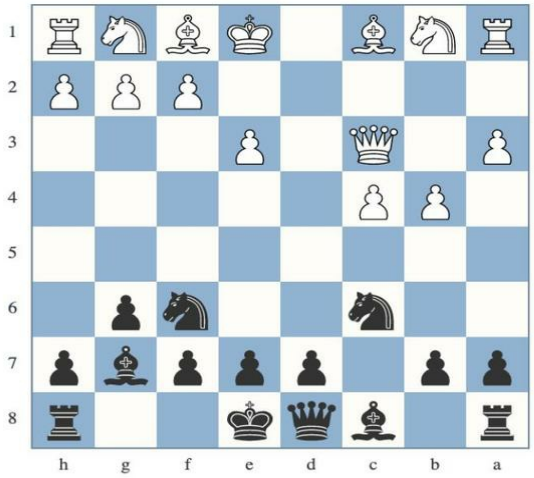
132. Attack (2)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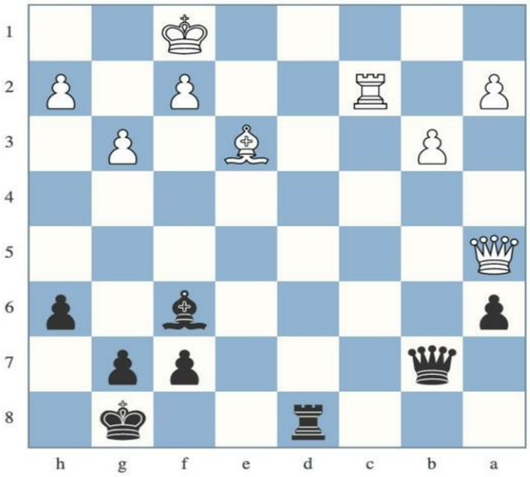
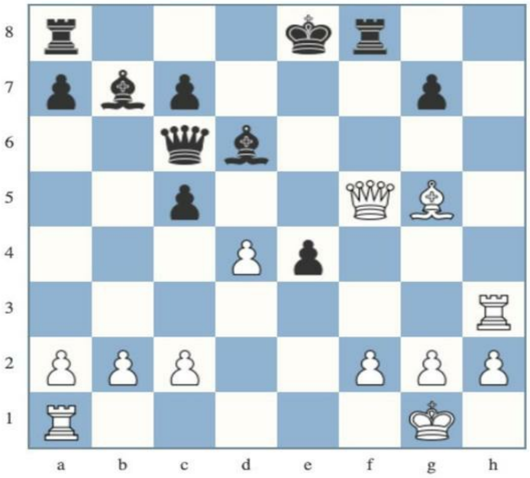
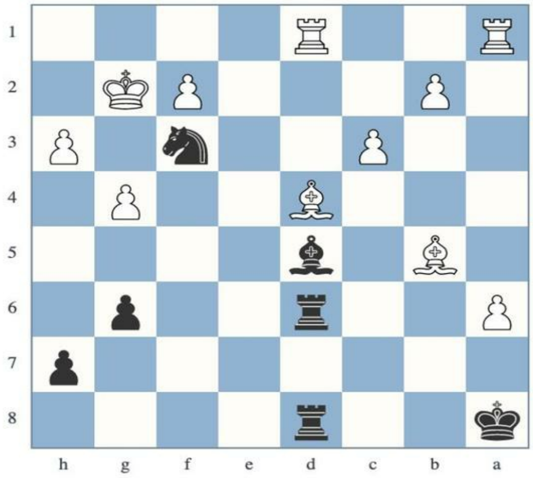
133. Mate in 2



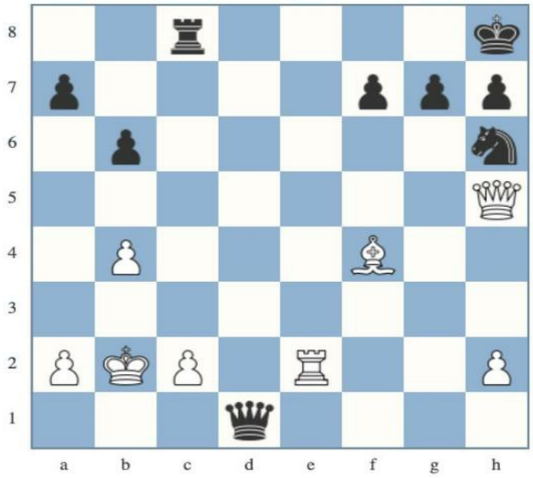
134. Mate in 2



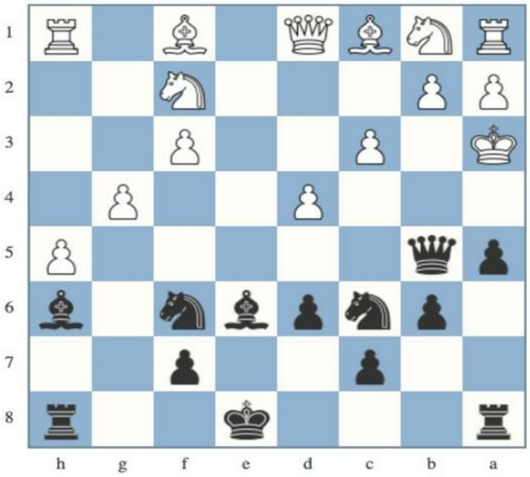
135. Attack (2)



136. Attack (2)



137. Mate in 2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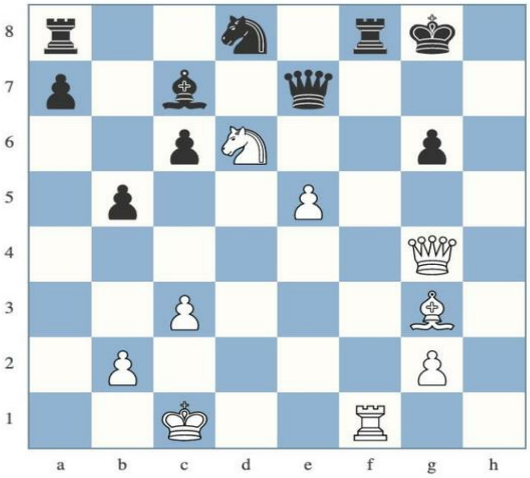
138. Mate in 3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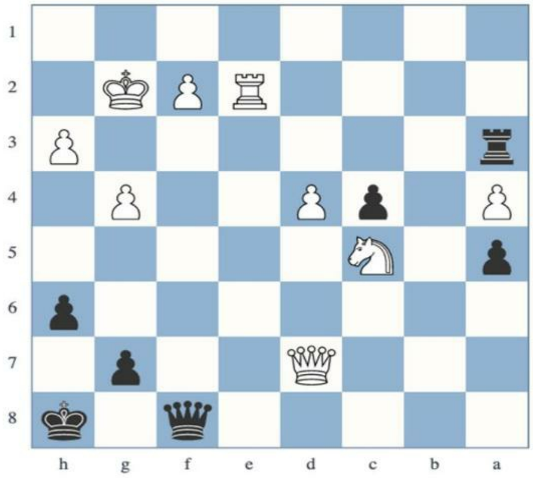
139. Mate in 4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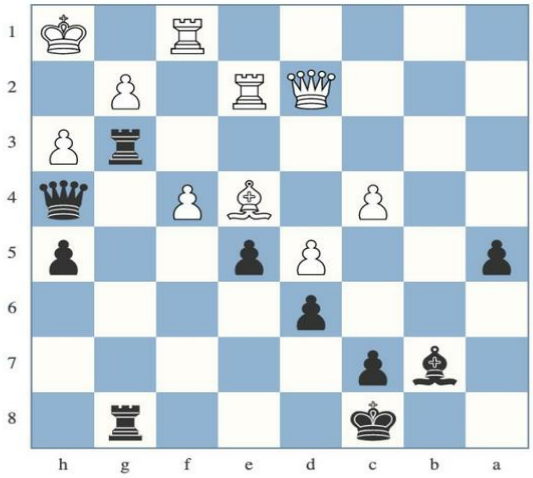
140. Mate in 3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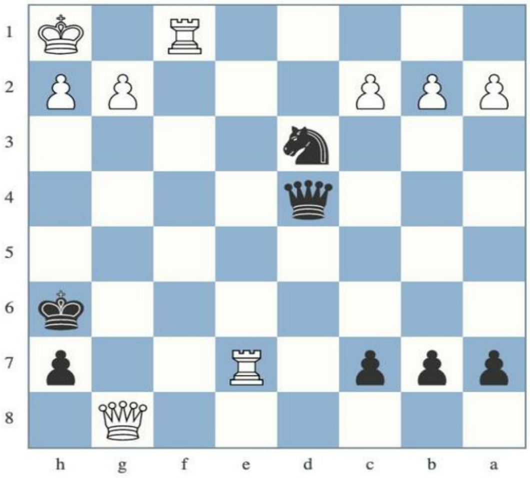
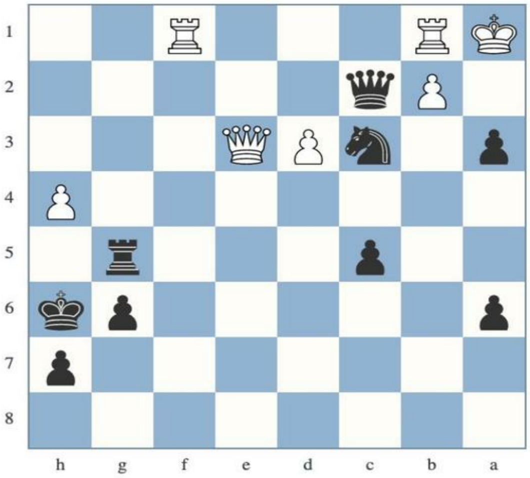
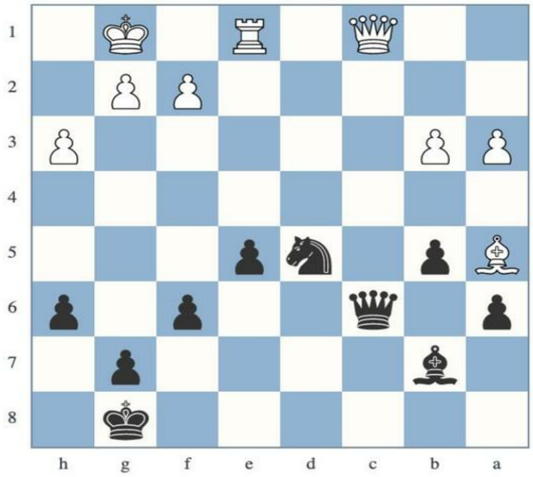
141. Mate in 4



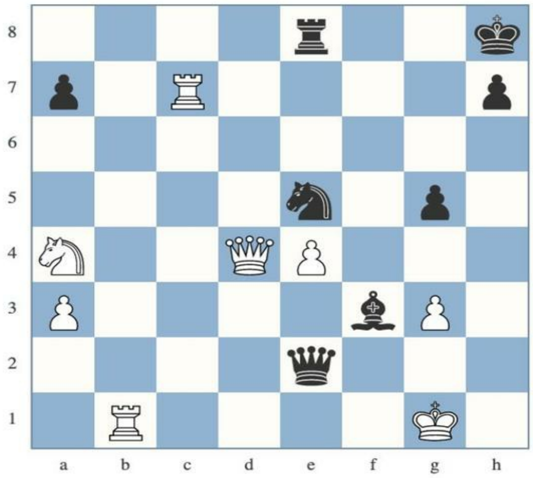
142. Mate in 3



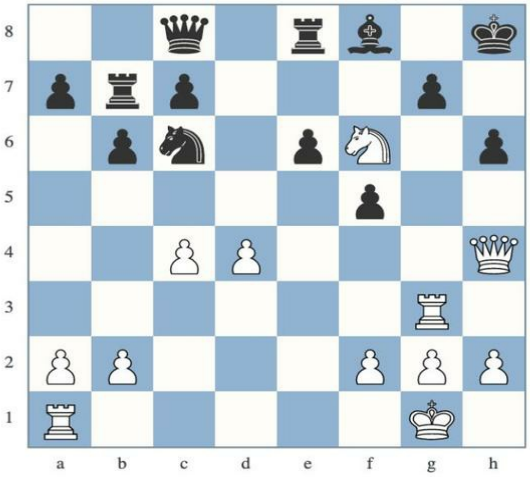
143. Attack (3)



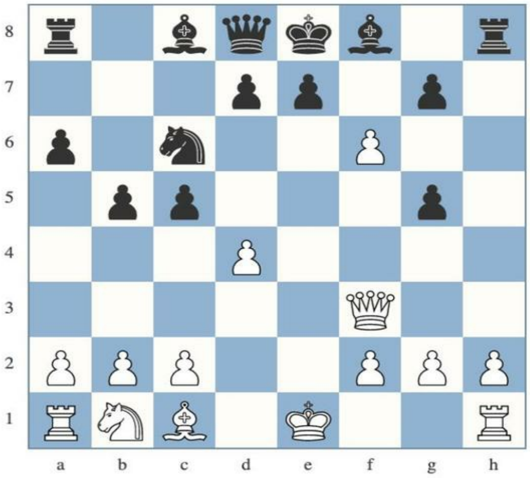
144. Mate in 3



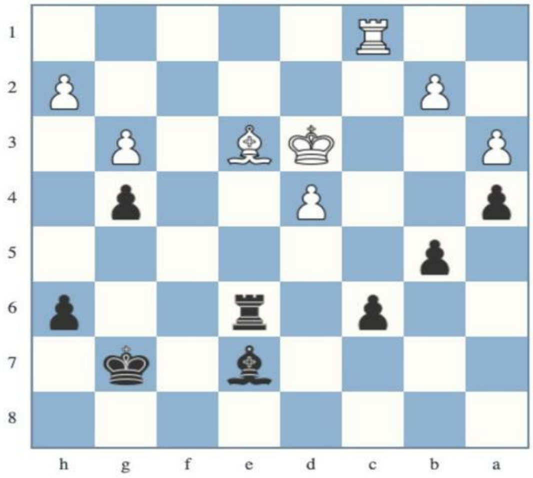
145. Mate in 2



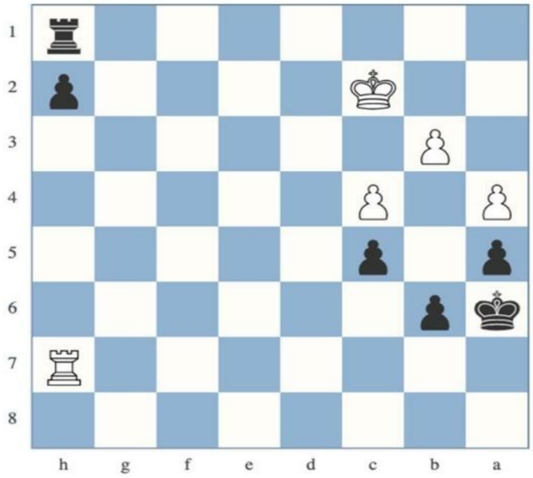
146. Best move (1)



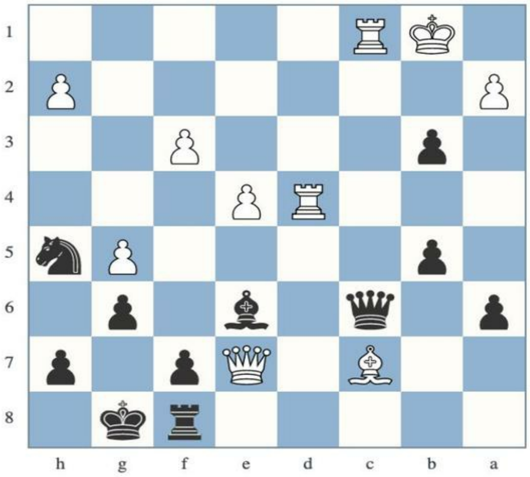
147. Attack (3)



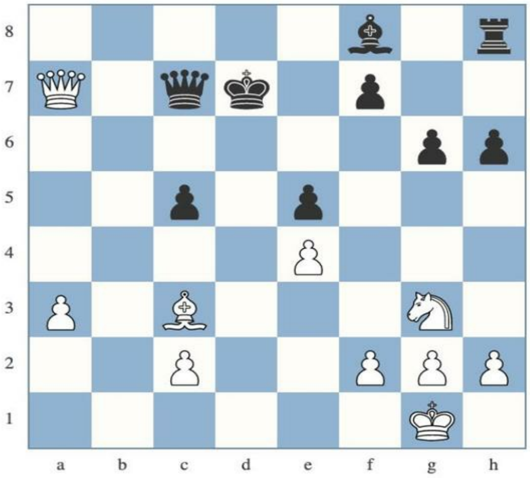
148. Trap (3)



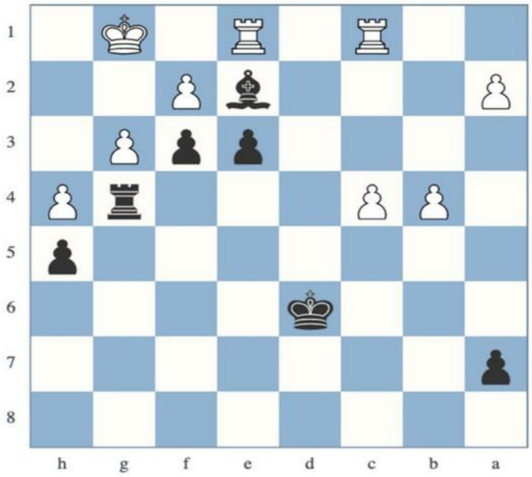
149. Attack (3)



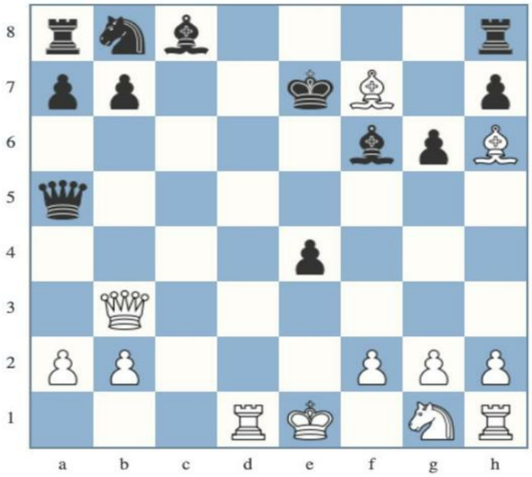
150. Attack (3)



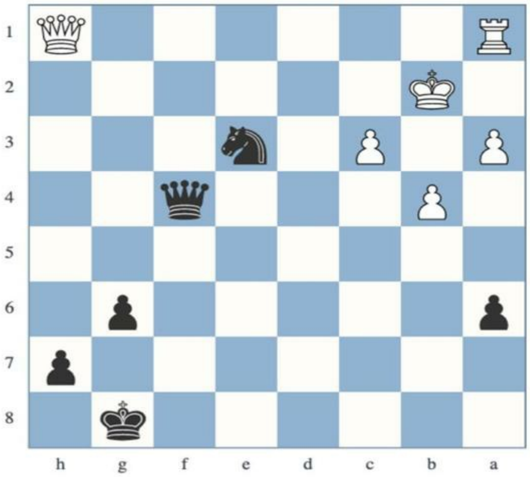
151. Best move (3)



152. Defense (3)



153. Mate in 2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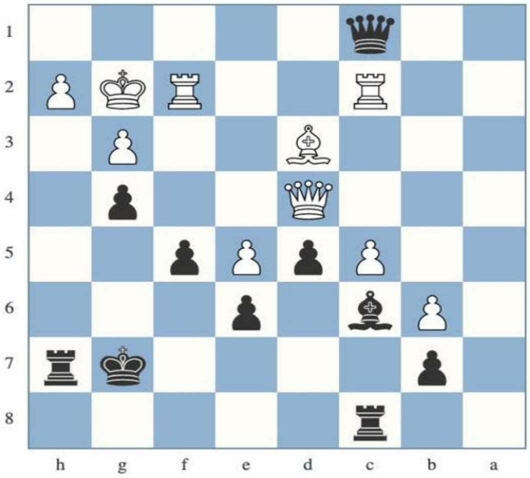
154. Mate in 3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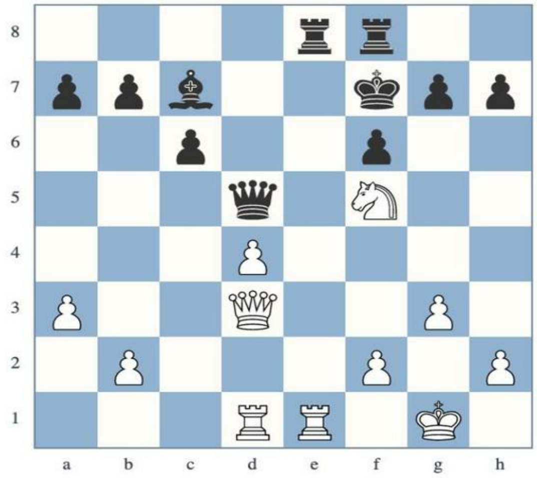
155. Mate in 2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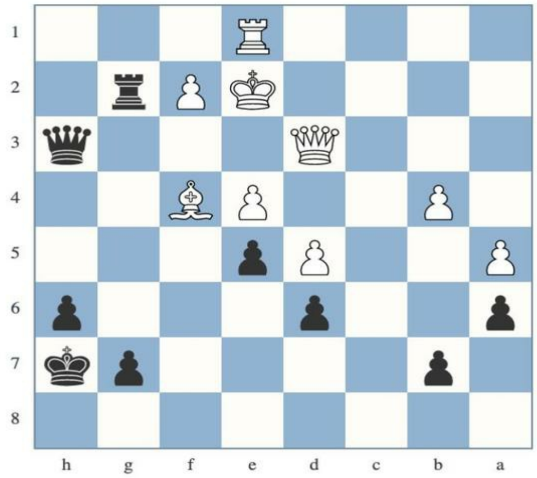
156. Attack (2)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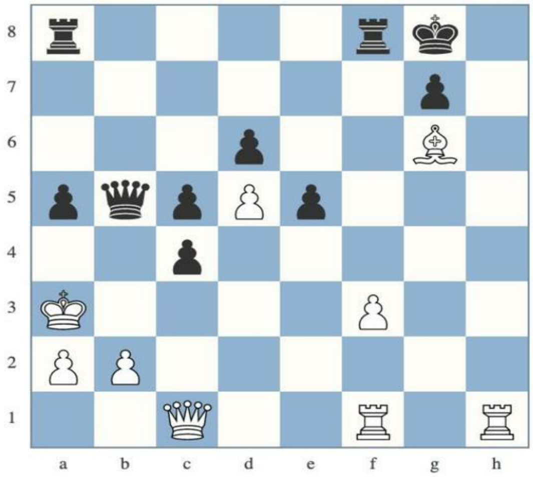
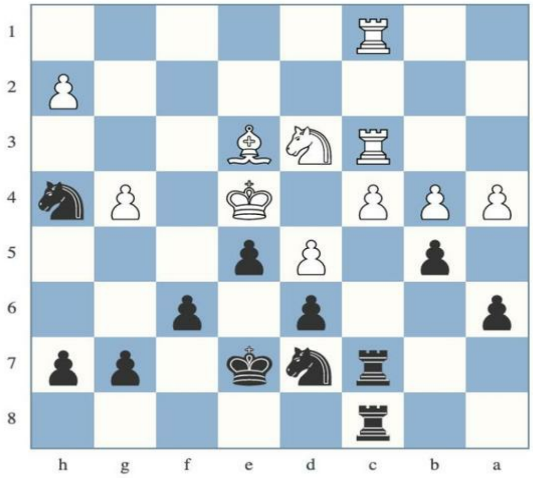
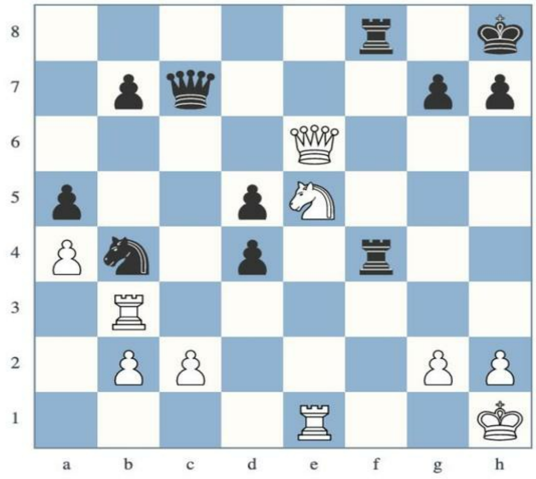
157. Mate in 5



158. Best move (2)



159. Mate in 3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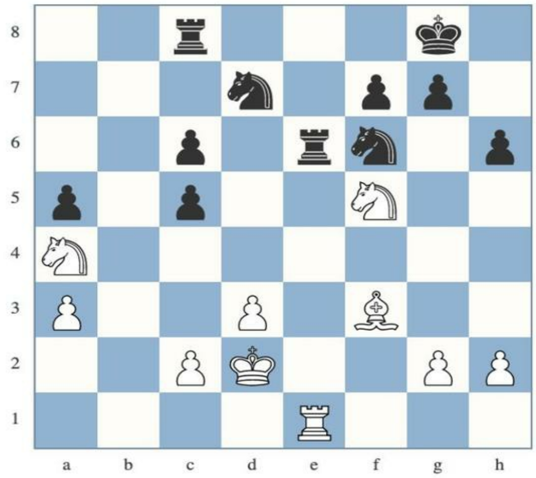
160. Attack (3)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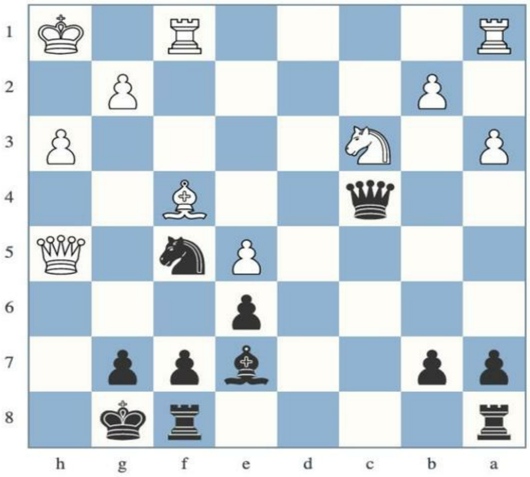
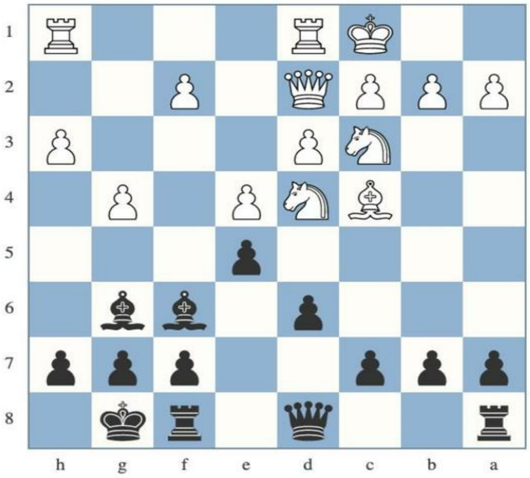
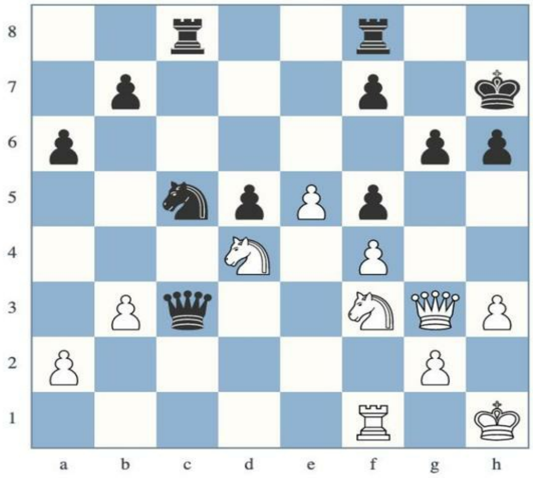
161. Attack (3)



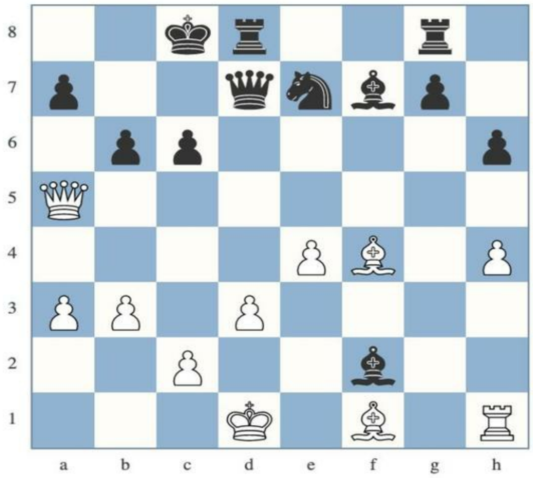
162. Attack (3)



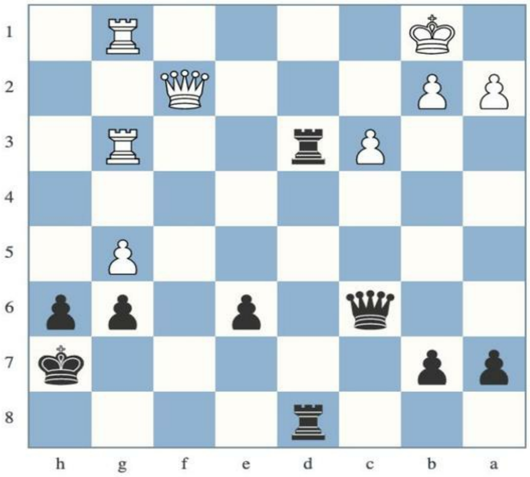
163. Attack (2)



164. Attack (4)



165. Attack (5)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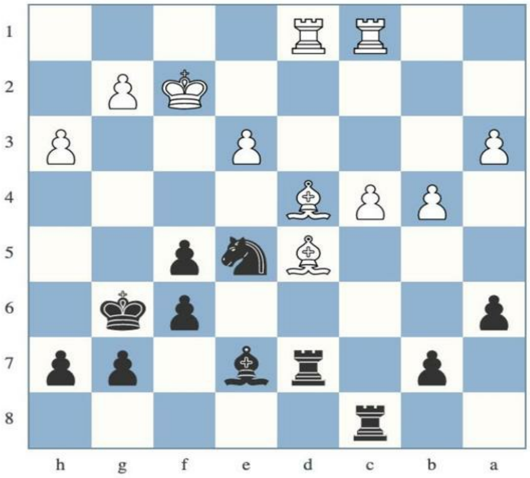
166. Attack (4)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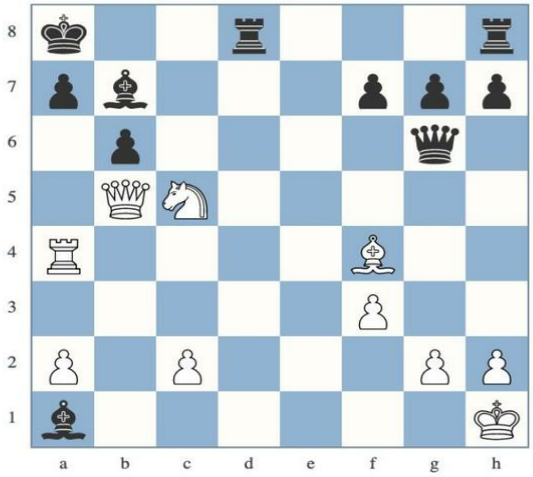
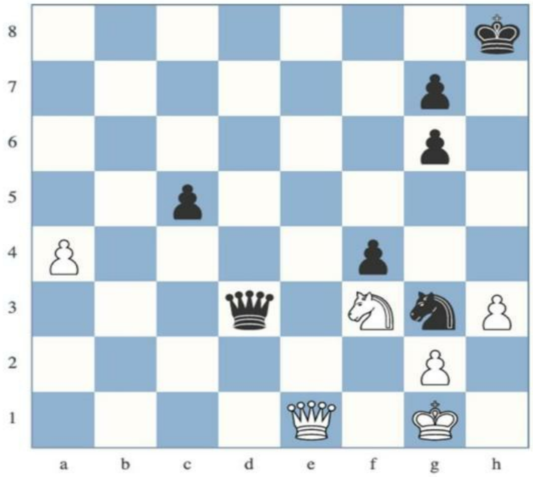
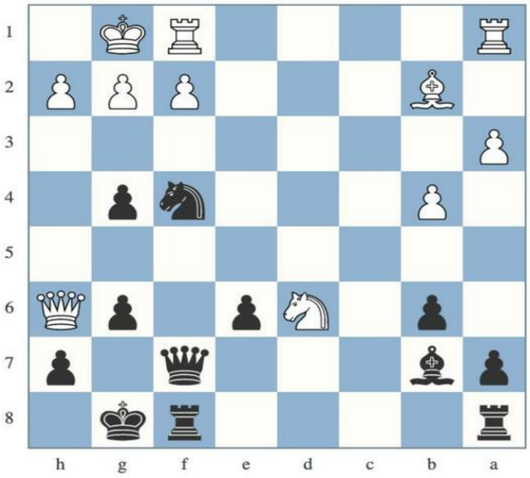
167. Mate in 3



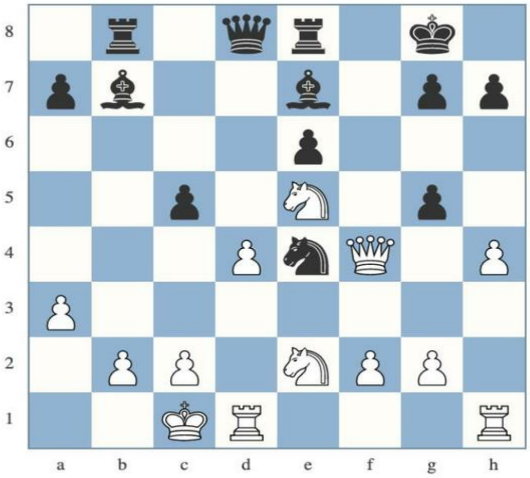
168. Mate in 4



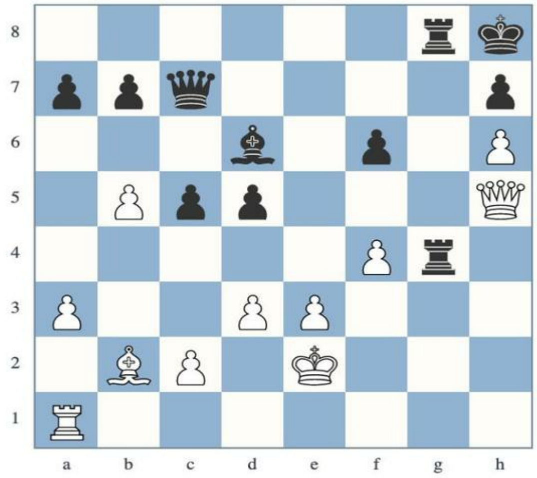
169. Mate in 3



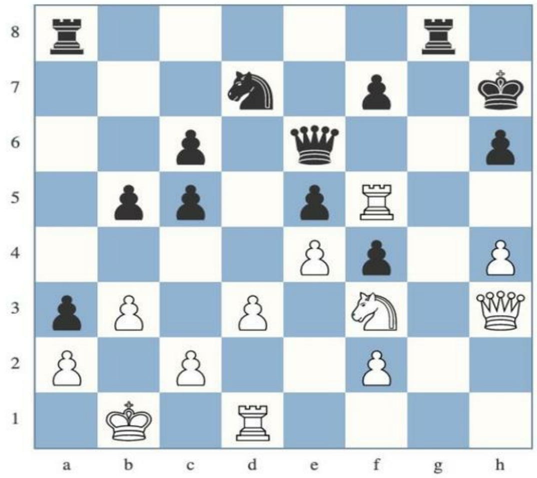
170. Mate in 3



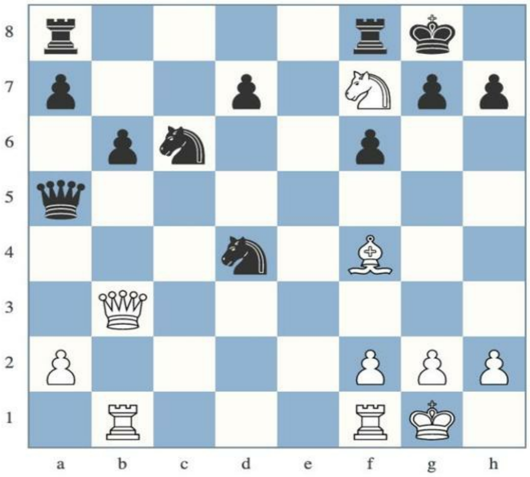
171. Mate in 4



172. Best move (2)



173. Mate in 3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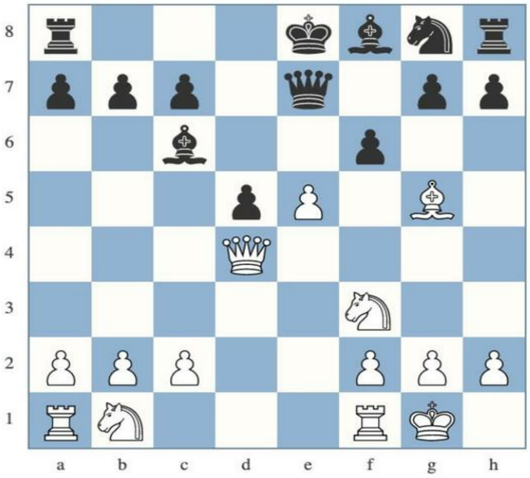
174. Attack (3)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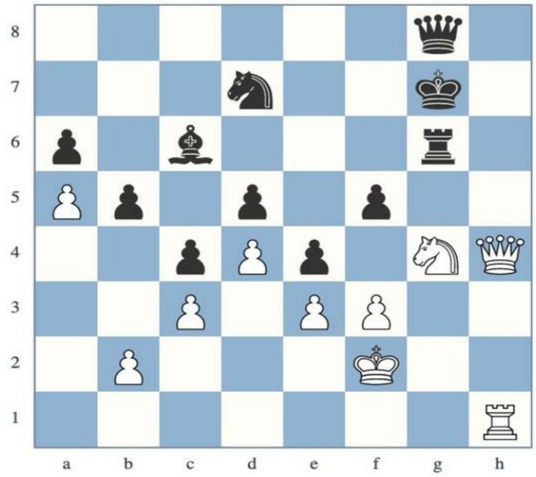
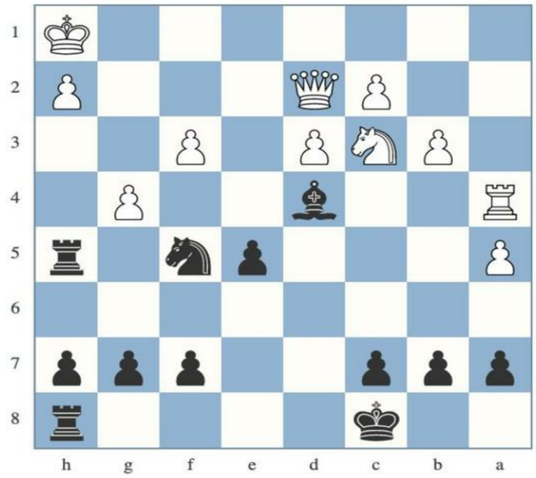
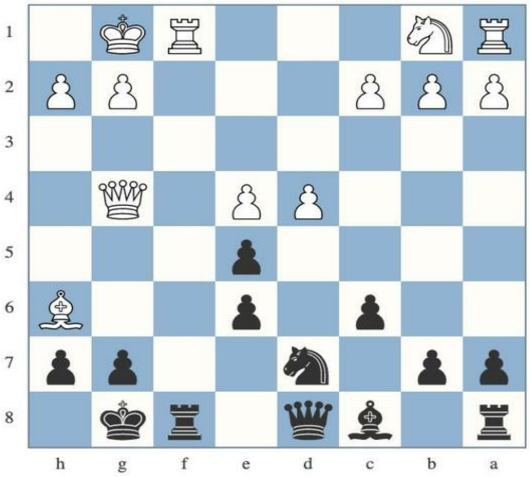
175. Attack (3)



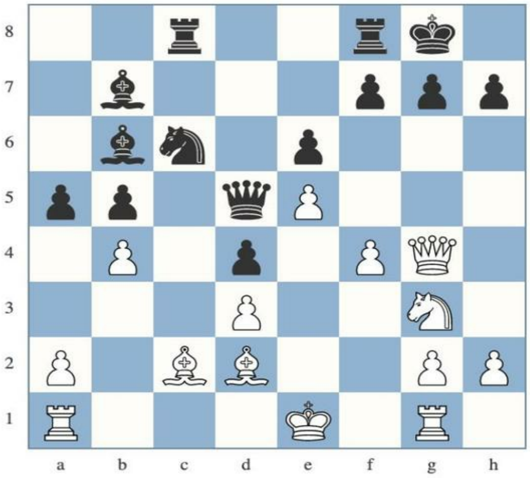
176. Attack (4)



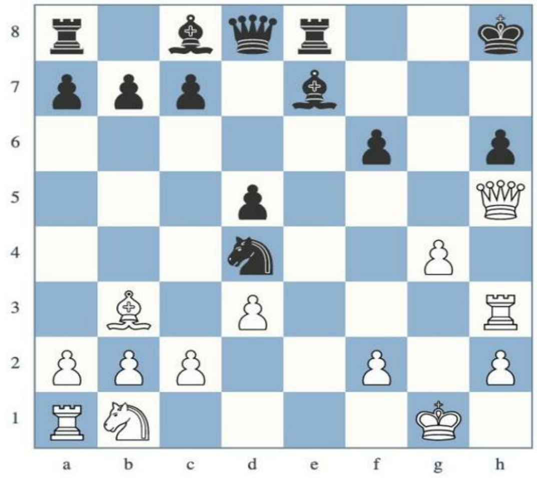
177. Defense (3)



178. Attack (3)



179. Mate in 3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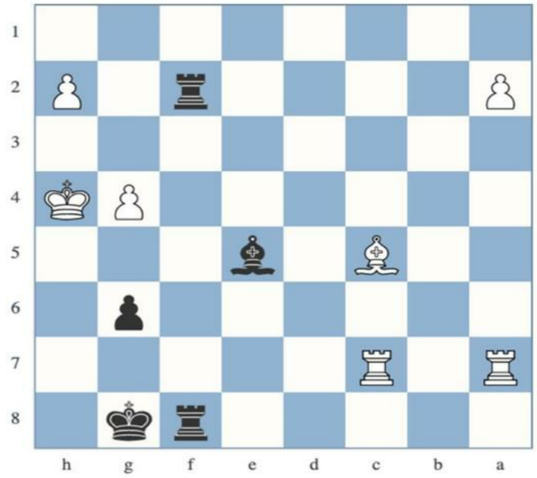
180. Mate in 3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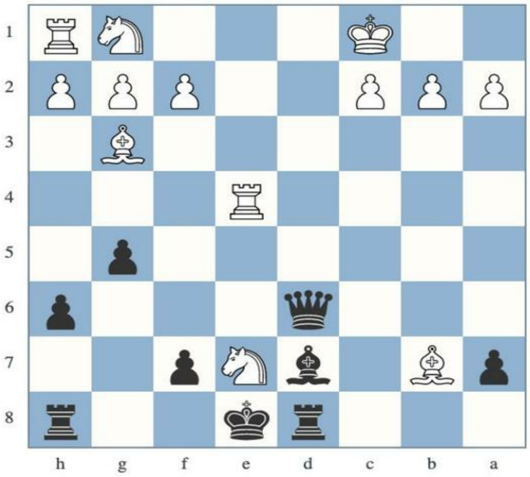
181. Mate in 3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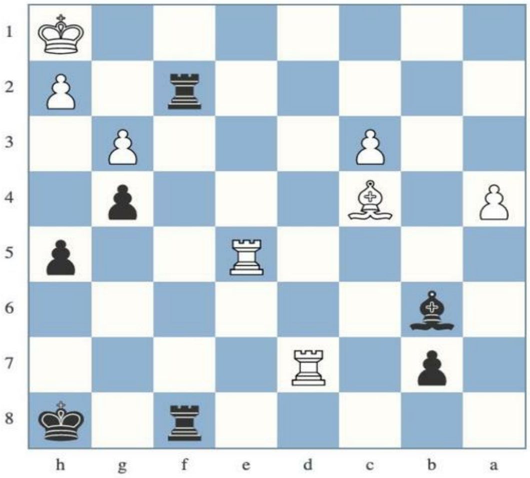
182. Mate in 3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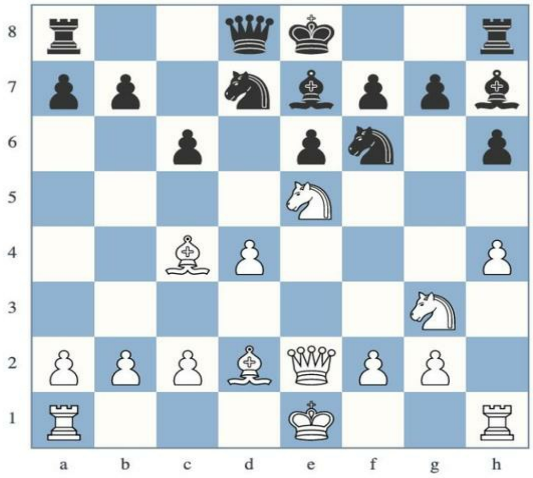
183. Mate in 3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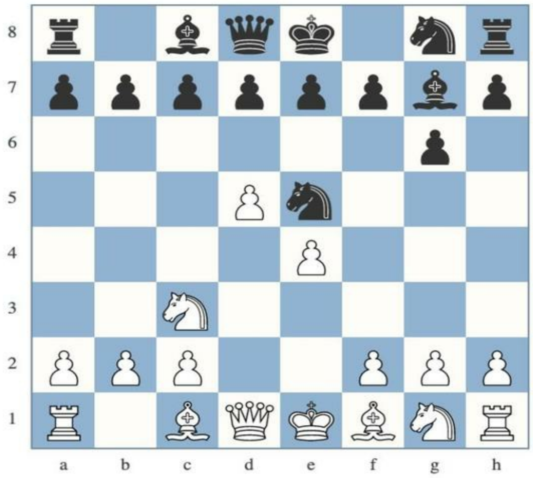
184. Best move (1)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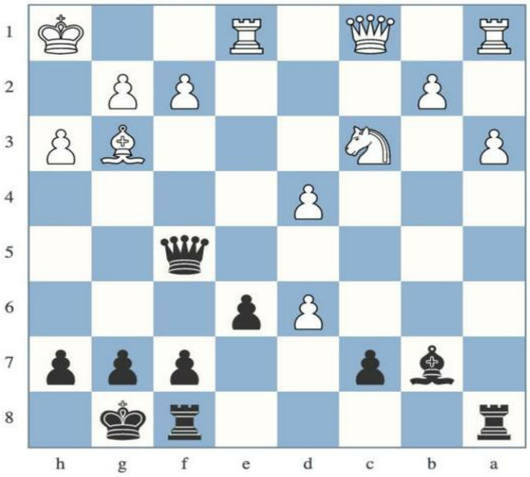
185. Mate in 2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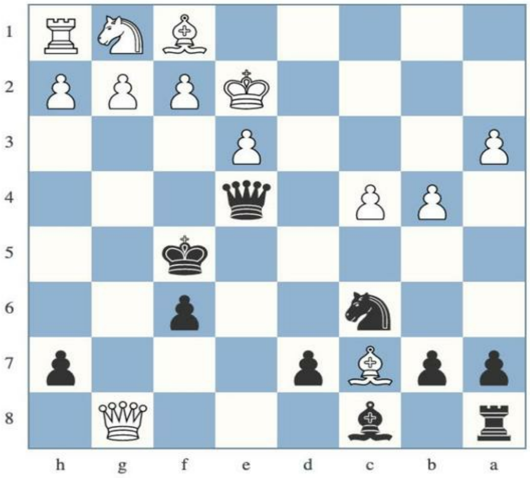
186. Mate in 3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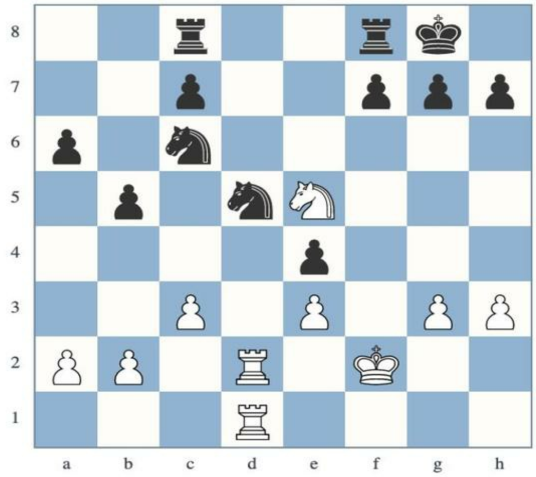
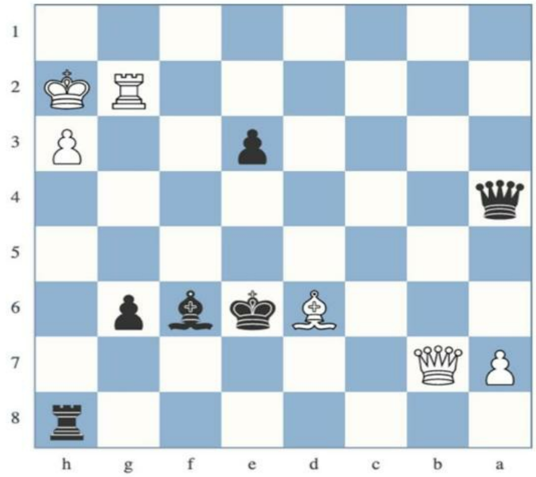
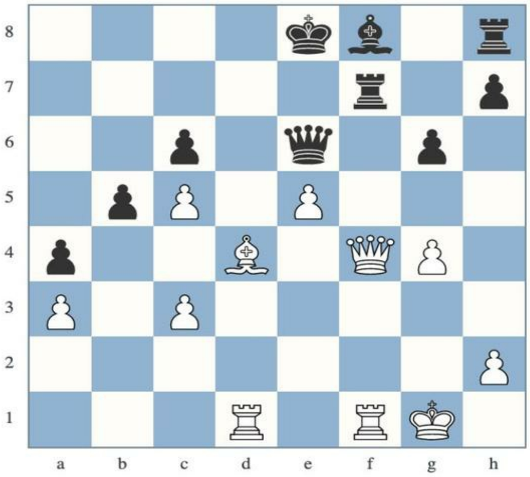
187. Attack (3)



188. Mate in 2



189. Attack (4)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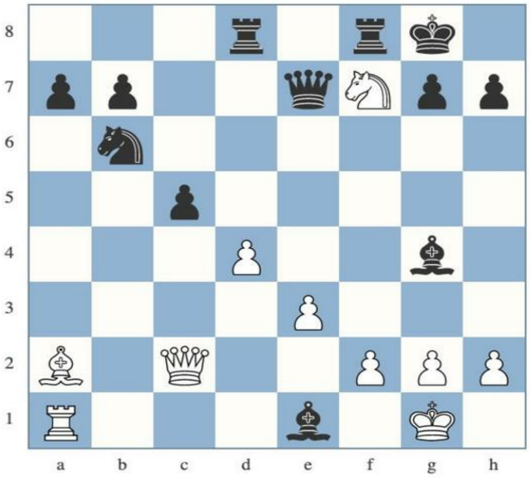
190. Mate in 3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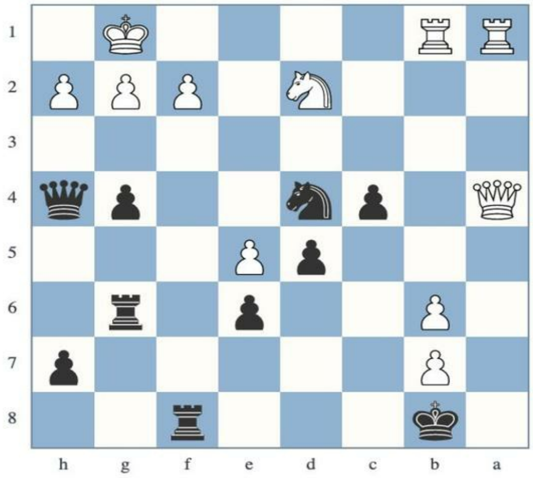
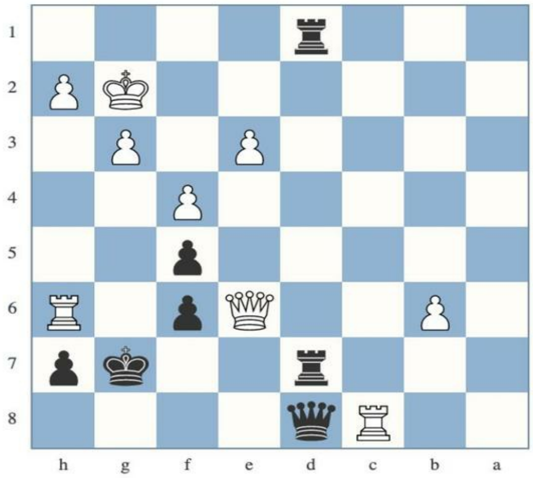
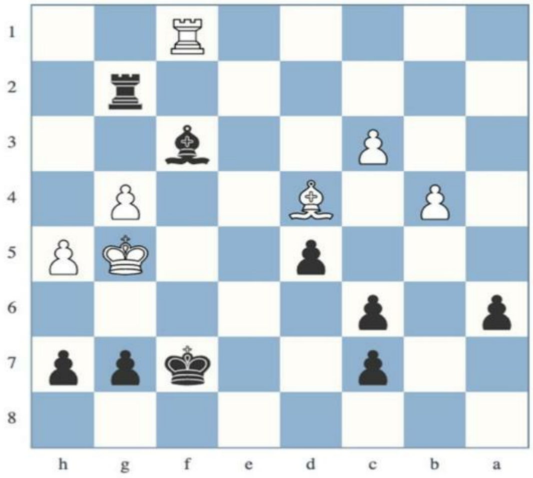
191. Mate in 3



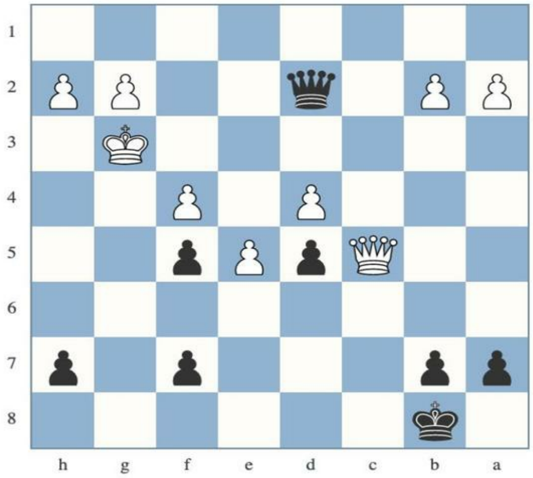
192. Mate in 4



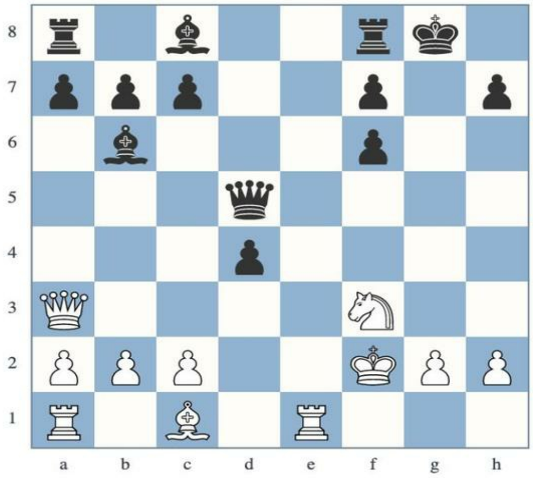
193. Mate in 4



194. Mate in 4



195. Mate in 3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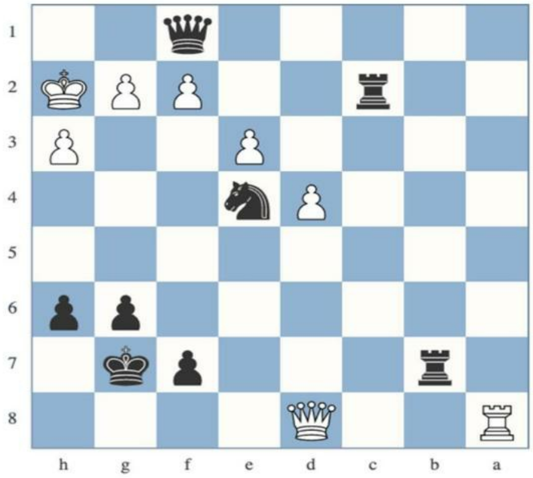
196. Mate in 3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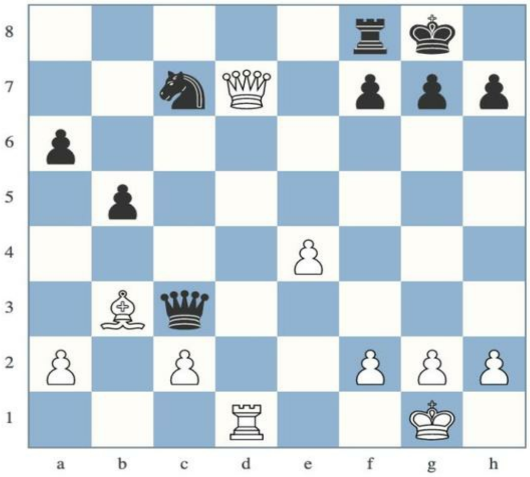
197. Mate in 3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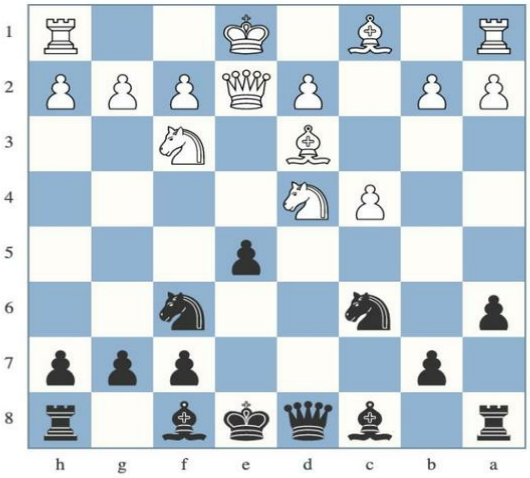
198. Defense (2)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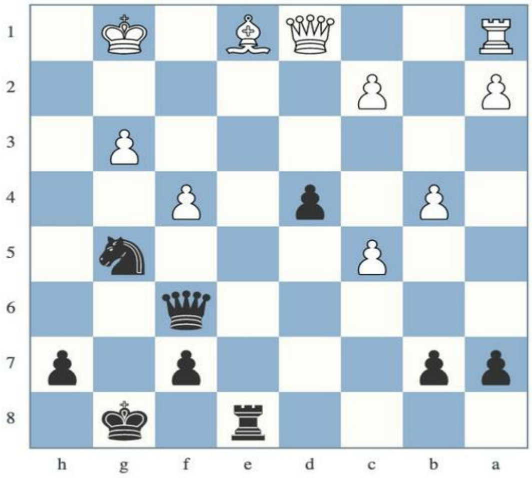
199. Attack (3)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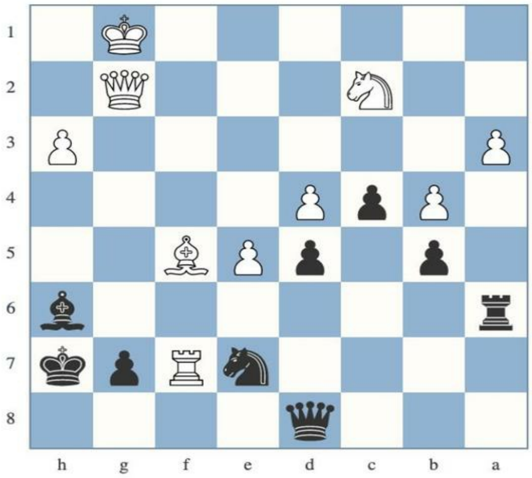
200. Attack (3)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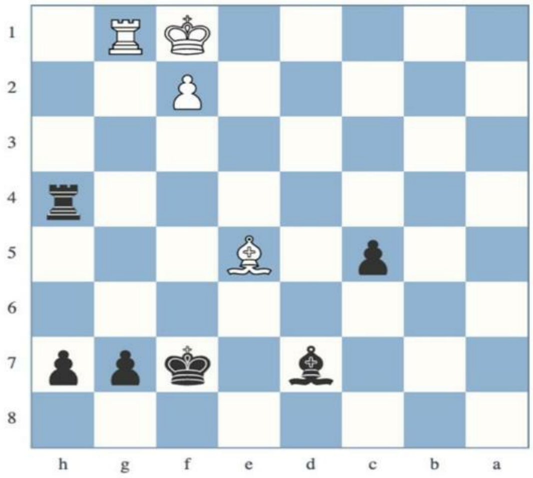
201. Endgame (3)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Solutions

Understanding the solutions

The notations in bold are your moves, followed by your opponent's move.

A quick reminder :

K : King

Q : Queen

R : Rock

B : Bishop

N : Knight

P : Pawn

It is better to write for example "e4" than "Pe4"

x	capture
+	check
#	checkmate
0-0	kingside castling (on the king’s side)
0-0-0	queenside castling (on the queen’s side)

For example:

Nxc2 Qxe3+ 19. **Nxe3#**

Translated as:

Knight captures on c2, Queen captures on e3 check 19 (19th move) Knight captures on e3 checkmate.

1. **Rxb8** Rxb8 2. **Kxe3**

2. **Qxh2+** 2. Kxh2 **Rh6#**

3. **Rd7+** Kf6 2. **Rf7#**

4. **Qxc6+** Kd8 2. **Rg8+** Bxg8 3. **Rf8#**

5. **Nb6+** axb6 2. **Qxc7#**

6. **Bxf3+** 2. Kxf3 **Qh5+** 3. Kf2 **Qxd1**

7. **Nxd2** 2.e7 **Nc4+** 3. Kb1 **Nd6**
   4. e8=Q **Nxe8**

8. **Ne5** 2. Qh3 **Nxc4**

9. **Qxf3#**

10. **Bxe3** 2. Fxe3 **hxg5**

11. **Qxf3+** 2. Kxf3 **Nd4+** 3. Kg2 **Nxc2**

12. **Qg2+** Kh8 2. **Qg7#**

13. **Qxh7+** Kxh7 2. **Nxf6+** Kg7 3. **Nxd7**

14. **Bh3** f5 2. **Bxf5** Qxf5 3. **Qxc6+** Qd7
    4. **Qxa8**

15. **Qf4+** 2. G3 **Qxf2#**

16. **b3** 2. Kf5 **Kb4** 3. Ke4 **Kxa4** 4. Kxd4
    Kb4 5.Ke3 **a4**

17. **Rxc2+** 2. Kd4 **Rxc5** 3. Kxc5 **f4**
4. Kd4 **f3** 5. Kxe4 **f2**

18. **Qe6+** Qxe6 2. **Dxe6+** Ke7 3. **Exf7+**

19. **g5**

20. **Kg7** Bf7 2. **Bg4+** Kd6 3. **Kxf7**

21. **Re2+** 2. Kb1 **Rxe1#**

22. **Qxc8+** Bxc8 2. **Re8+** Kg7 3. **H6#**

23. **Qc4#**

24. **Nf3+** 2. Qxf3 **Qxh2#**

25. **Qe4#**

26. **Qc3+** Kb7 2. **Qxd2**

27. **Qa5+** 2. Nc3 **Qxc3+** 3. Bd2 **Qb2**

28. **Rb8** 2. Qd7 **Rb7** 3. Qxe7 **Rxe7**

29. **Nxc3** 2. Bxc3 **Bxg5** 3. Nxg5 **Rxe2**

30. **Ne7+** Kb8 2. **Rxd8+** Rxd8 3. **Rxb8#**

31. **Rxa1** Rxa1 2. **Rh8+** Kf7 3. **Rxb8**

32. **Re1+** 2. Bf1 **Rxf1+** 3. Kxf1 **Nh2+**
4. Kg2 **Nxf3**

33. **Kg3** Kg7 2. **Kxg4** Kf6 3. **C5** Ke5
4. **Kxg5**

34. **Bd3** Kg7 2. **Bxe4**

35. **Rxg5+** 2. Kh2 **Kf7** 3. Re4 **Rh8+**
4. Rh4 **Rxh4#**

36. **Nxe2+** 2. Qxe2 **Bxb2**

37. **Rxb4+** axb4 2. **Qxb4+** Ka7 3. **Ra5#**

38. **Bxe4+** 2. Kg1 **gxf4+**

39. **Rxc3+** 2. Bxc3 **Qxc3+** 3. Kd1 **Qxb3+**

40. **Nf2+** 2. Rxf2 **Qxd1+**

41. **a7** Re8 2. **Bb8** b3 3. **A8=Q**

42. **Nh3+** 2. Kh1 **Qg1+** 3. Rxg1 **Nf2#**

43. **Rh1#**

44. **Nh6+** gxh6 2. **Qf7+** Kh8 3. **Qxh7#**

45. **Rxh7** Rxh7 2. **Qg6#**

46. **Ra1+** 2. Kd2 **Ba5#**

47. **Rf6+** Kg7 2. **Kxe5**

48. **f5** 2. F4 **fxe4**

49. **Nf3+** 2. Gxf3 **Qxf6**

50. **Bh5+** Nxh5 2. **Qxh5+** g6 3. **Qxg6#**

51. **Bxf7+** Re7 2. **Nd5#**

52. **Re4+** 2. Kd5 **Rd3#**

53. **Ra3** 2. Kc4 **Rf3** 3. Kd5 **Rxf7**

54. **Qe6+** Kh8 2. **Re8+** Rxe8 3. **Qxe8** Rxe8 4. **Rxe8#**

55. **Qxf2+** 2. Kxf2 **Ne4+** 3. Kf1 **Nxd6**

56. **Qd8+** Qxd8+ 2. **Rxd8#**

57. **Rxa4+** 2. Kxa4 **Ra8+** 3. Kb5 **Rxa1**

58. **Rxe4** 2. Qxe4 **Qd2#**

59. **Qa7+** Kxc4 2. **Qc7+** Kd5 3. **Qxc1**

60. **Rxh7+** Kxh7 2. **Rh1+** Qh3+ 3. **Rxh3#**

61. **Qxf1+** 2. Rxf1 **Rxg5**

62. **Rxg4+** 2. Kf5 **g6+** 3. Hxg6+ **hxg6+** 4. Ke5 **Re4#**

63. **Qe4** 3. F3 **Qxe3+**

64. **Re8** 2. Qd2 **Rxe1+** 3. Qxe1 **Qxd4**

65. **Qxa3** bxa3 2. **Rxb6**

66. **f4+** Kf5 2. **Fxe5** Kxe5 3. **Rh4**

67. **Ne2+** 2. Kh1 **Rxh2+** 3. Kxh2 **Rh5#**

68. **Qc4#**

69. **Qxe3+** 2. Rxe3 **Rc1+** 3. Re1 **Rxe1#**

70. **Bd3+** 2. Kf3 **Qf1+** 3. Kg4 **Qxf6**

71. **Qg1+** 2. Rxg1 **Nf2#**

72. **Rxg7+** Kxg7 2. **Bxf6+** Kf7 3. **Bxh8** Rxh8 4. **Qxh8**

73. **Rb8+** 2. Rxb8 **Nc7#**

74. **Re5+** 2. Kh6 **Rh4#**

75. **Rb4+** Ka5 2. **Rxb3** Ka4 3. **Rb7** Ka3 4. **Ra1#**

76. **Rh1+** 2. Kxh1 **Qh7+** 3. Kg1 **Qh2#**

77. **Qxh8+** Qxh8+ 2. **Nf7+** Kc7 3. **Nxh8**

78. **Bg6+** hxg6 2. **Qxg6** Rf7 3. **Qxf7#**

79. **Nf2+** 2. Kg1 **Nh3+** 3. Kh1 **Qg1+** 4. Rxg1 **Nf2#**

80. **Rh7+** Nxh7 2. **Qg7#**

81. **Qxa7+** Kxa7 2. **Ra2+** Qa4 3. **Rxa4#**

82. **Qe6**

83. **e5** Qc6 2. **Qxc6** dxc6. 3. **Bxc2**

84. **Qxc4+** bxc4 2. **Nxe5+** Kg7 3. **Nxc6**

85. **Qd2+** Kg7 2. **Rxd6** Rxd6 3. **Qxd6** Qxd6 4. **Rxd6**

86. **Nxf7** Kxf7 2. **Qxe6+** Kg7 3. **Qf7#**

87. **Bxh7+** Kh8 2. **Bg6+** Kg8 3. **Qh7#**

88. **Qxe8+** Rxe8 2. **Rf8+** Rxf8 3. **Rxf8#**

89. **Rh5+** 2. Qh4 **Rxh4+** 3. Rh2 **Rxh2#**

90. **Rg3+** Kh8 2. **Bg7+** Bxg7 3. **Rd8+** Bf8 4. **Rxf8#**

91. **Qg4+** Qd7 2. **Rb8+** Kb8 3. **Qxd7**

92. **Nxc5** 2. Nxc5 **Be3+** 3. Kh1 **Bxc5**

93. **Bc5+** 2. Bxc5 **Rxd1+**

94. **Qa4+** Nc6 2. **Qxg4**

95. **Rb7+** Ka6 2. **Rb8** Kxa7 3. **Rxh8**

96. **Bxg7+** Rxg7 2. **Qxg7#**

97. **b5** 2. Bd3 **c4**

98. **Rxh6+** Kg8 2. **Ne7+** Kf8 3. **Rh8+** Rg8 4. **Rxg8#**

99. **Qg1+** 2. Rxg1 **Nf2#**

100. **Bxh6** 2. Qxh6 **Nxd4**

101. **Qxd2+** 2. Qxd2 **Nxd2** 3. Kxd2. **Dxe5**

102. **f5#**

103. **cxd5+** Kc5 2. **Qe3#**

104. **Rg2+** 2. Ke1 **Rg1+** 3. Kd2 **R8g2#**

105. **Bg4** 2. Bxf7+ **Kd7** 3. Qxg4+ **Nxg4**

106. **Qf2** 2. Nxe3 **Qe1+** 3. Nf1 **Qxf1#**

107. **Rg5+** 2. Ke6 **Rxb5** 3. F7 **Kg7**

108. **Rxa2** Rxa2 2. **Bb3+** Ke5 3. **Bxa2**

109. **Rxd6** exd6 2. **Rxb7**

110. **Qf1#**

111. **Rxf8+** Kh7 2. **Nf6+** Kg6 3. **H5+** Kg5 4. **Be3#**

112. **Re7+** Kd4 2. **C3#**

113. **Rg1+** Kf5 2. **Rg8**

114. **Qg8+** 2. Bxg8 **Rxg8+** 3. Bg5 **Rxg5+** 4. Kh1 **Bg2+** 5. Kg1 **Bxf3#**

115. **dxe6** Nxc4 2. **Exf7+** Rxf7 3. **Nxc4**

116. **Rxb3** 2. Axb3 **Bxd5**

117. **Rexd7** Bxd7 2. **Ra8+** Rc7 3. **Rxh8**

118. **Ne7+** Qxe7 2. **Rb8+** Qd8 3. **Rxd8#**

119. **Rxb2** 2. Rxb2 **Bxd4+** 3. Ke2 **Bxb2**

120. **Ne7+** Kh8 2. **Nxf7+** Rxf7 3. **Qc8+** Ne8 4. **Qxe8+** Rf8 5. **Qxf8#**

121. **Qxh7+** Kxh7 2. **Rh1+** Kg6 3. **Rg4#**

122. **Rxd5** 2. Qxc5 **Rxd1+** 3. Kf2 **bxc5**

123. **Qxh6+** Kxh6 2. **Nxf7+** Kg7 3. **Nxd8**

124. **Rxf3** 2. Gxf3 **Ne2+** 3. Kf2 **Nxc1**

125. **Qxh5** gxh5 2. **Bh7#**

126. **Rxe4+** 2. Kxe4 **Ka6+** 3.Kf5 **Kxa5**

127. **Qg8+** Rxg8 2. **Nf7#**

128. **Qxe6+** Kh8 2. **Qxg4**

129. **Be7** Re8 2. **Bxh4**. Rxe3 3. **Fxe3**

130. **Rh8+** Kxh8 2. **Qh5+** Kg8 3. **Qh7#**

131. **Qh1+** 2. Bxh1 **Rxh1#**

132. **Nh5** 2. Qb3 **Bxa1**

133. **Qh1+** 2. Ke2 **Qd1#**

134. **Qe6+** Be7 2. **Qxe7#**

135. **Nxd4+** 2. Kg3 **Nxb5**

136. **Re8+** Rxe8 2. **Qxd1**

137. **Qb4+** 2. Cxb4 **axb4#**

138. **Qxg6+** Qg7 2. **Rxf8+** Kxf8 3. **Qe8#**

139. **Qf3+** 2. Kh2 **Qxh3+** 3. Kg1 **Ra1+**
4. Re1 **Rxe1#**

140. **Rxh3+** 2. Gxh3 **Qxh3+** 3. Rh2 **Qxf1#**

141. **Nf2+** 2. Kg1 **Nh3+** 3. Kh1 **Qg1+**
4. Rxg1 **Nf2#**

142. **axb2+** 2. Rxb2 **Qa4+** 3. Ra2 **Qxa2#**

143. **Nc3** 2. F3 **Ne2+** 3. Rxe2 **Qxc1+**

144. **Qxe5+** Rxe5 2. **Rb8** Re8 3. **Rxe8#**

145. **Qxh6+** gxh6 2. **Rg8#**

146. **f7#**

147. **Rxe3+** 2. Kxe3 **Bg5+** 3. Kd3 **Bxc1**

148. **Ra1** 2. Rxh2 **Ra2+** 3. Kd3 **Rxh2**

149. **bxa2+** 2. Kb2 **Qxc1+** 3. Kxc1 **a1=Q+**

150. **Qxc7+** Kxc7 2. **Bxe5+** Kc6 3. **Bxh8**

151. **Rxg3+** 2. Fxg3 **f2+** 3. Kh2 **fxe1=Q**

152. **Bd2** Qb6 2. **Bb4+** Qxb4+ 3. **Qxb4+**

153. **Qf2+** 2. Kb3 **Qc2#**

154. **Rxh2+** 2. Kxh2 **Rh8+** 3. Kg2 **Qh1#**

155. **Nh6+** gxh6 2. **Qxd7#**

156. **Rxf2+** 2. Kxf2 **Qxd3**

157. **Rh8+** Kxh8 2. **Rh1+** Kg8 3. **Rh8+** Kxh8 4. **Qh1+** Kg8 5. **Qh7#**

158. **f5+** 2. Gxf5 **Nf6#**

159. **Ng6+** hxg6 2. **Rh3+** Rh4 3. **Rxh4#**

160. **Rxe6** fxe6 2. **Ne7+** Kf8 3. **Nxc8**

161. **Qxf4** 2. Rxf4 **Ng3+** 3. Kh2 **Nxh5**

162. **Bg5** 2. F4 **Bxf4** 3. Qxf4 **exf4**

163. **Ng5+** hxg5 2. **Qxc3**

164. **Qa6+** Qb7 2. **Bh3+** Rd7 3. **Bxd7+** Kxd7 4. **Qxb7+**

165. **Rd1+** 2. Rxd1 **Rxd1+** 3. Kc2 **Qa4+** 4. b3 **Qxa2+** 5. Kxd1 **Qxf2**

166. **Rxd5** 2. Cxd5 **Rxc1** 3. Rxc1 **Nd3+** 4. Kf1 **Nxc1**

167. **Rxa7+** Kxa7 2. **Qa4+** Ba6 3. **Qxa6#**

168. **Qe8+** Kh7 2. **Ng5+** Kh6 3. **Nf7+** Kh5 4. **Qh8#**

169. **Ne2+** 2. Kh1 **Bxg2+** 3. Kxg2 **Qf3#**

170. **Qf7+** Kh8 2. **Ng6+** hxg6 3. **Hxg5#**

171. **Bxf6+** R4g7 2. **Hxg7+** Rxg7 3. **Qe8+** Bf8 4. **Qxf8#**

172. **Ng5+** Rxg5. 2. **Hxg5**

173. **Nh6+** Kh8 2. **Qg8+** Rxg8 3. **Nf7#**

174. **exf6** Nxf6 2. **Re1** Qxe1+ 3. **Nxe1**

175. **Qe7+** Qf7 2. **Rh7+** Kxh7 3. **Qxf7+**

176. **Ng3+** 2. Kg2 **Rxh2+** 3. Kxh2 **Nf1+** 4. Kg2 **Nxd2**

177. **Rxf1+** 2. Kxf1 **Qf6+** 3. Kg1 **Qxh6**

178. **Nh5** g6 2. **Nf6+** Kh8 3. **Nxd5**

179. **Qxh6+** Kg8 2. **Qg6+** Kf8 3. **Rh8#**

180. **Rxh2+** 2. Kg5 **Bf4+** 3. Kxg6 **Rh6#**

181. **Qd1+** 2. Kxd1 **Bg4+** 3. Kc1 **Rd1#**

182. **Rf1+** 2. Bxf1 **Rxf1+** 3. Kg2 **Rg1#**

183. **Nxf7** Kxf7 2. **Qxe6+** Kf8 3. **Qf7#**

184. **f4**

185. **Qxh3+** 2. Kg1 **Qxg2#**

186. **Nd4+** 2. Ke1 **Qb1+** 3. Kd2 **Qc2+**

187. **Nxc6** Nf6 2. **Ne7+** Kh8 3. **Nxc8**

188. **Rxh3+** 2. Kxh3 **Qh4#**

189. **Qxf7+** Qxf7 2. **Rxf7** Kxf7 3. **e6+**
Kg8 4. **Bxh8**

190. **Ng5+** Rf7 2. **Qxh7+** Kf8 3. **Qh8#**

191. **Ne2+** 2. Kh1 **Qxh2+** 3. Kxh2 **Rh6#**

192. **R7d2+** 2. Kh3 **Rxh2+** 3. Kxh2 **Qd2+**
4. Kh3 **Rh1#**

193. **Rxg4+** 2. Kf5 **g6+** 3. hxg6+ **hxg6**
4. Ke5. **Re4#**

194. **Qe3+** 2. Kh4 **Qxf4+** 3. Kh5 **Qg4+**
4. Kh6 **Qg6#**

195. **Qxf8+** Kxf8 2. **Bh6+** Kg8 3. **Re8#**

196. **Qxg2+** 2. Kxg2 **Rxf2+** 3. Kg1 **Rb1#**

197. **Qxf7+** Rxf7 2. **Rd8+** Ne8 3. **Rxe8#**

198. **Nxd4** 2. Qxe5+ **Ne6**

199. **Rxe1+** 2. Qxe1 **Nf3+** 3. Kf2 **Nxe1**

200. **Nxf5** 2. Rxf5 **Rg6** 3. Qxg6+ **Kxg6**

201. **Bh3+** 2. Ke2 **Re4+** 3. Kd2 **Rxe5**

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Chess Book

For beginners who have already played chess and wish to deepen their knowledge, take up the basics or simply for those who want to learn while having fun.

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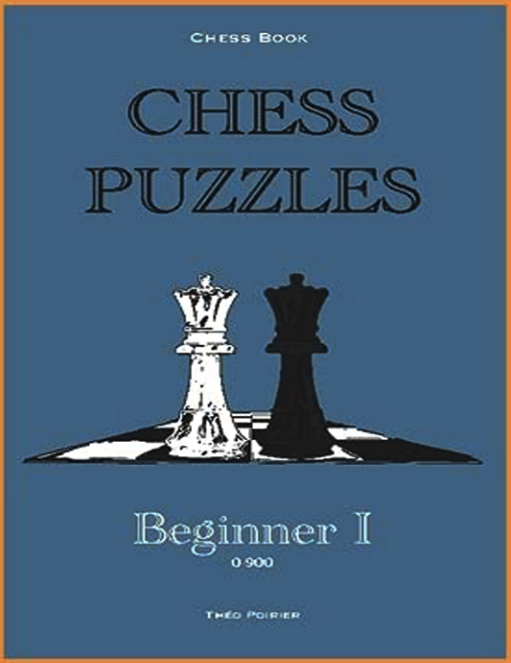

Chess Book

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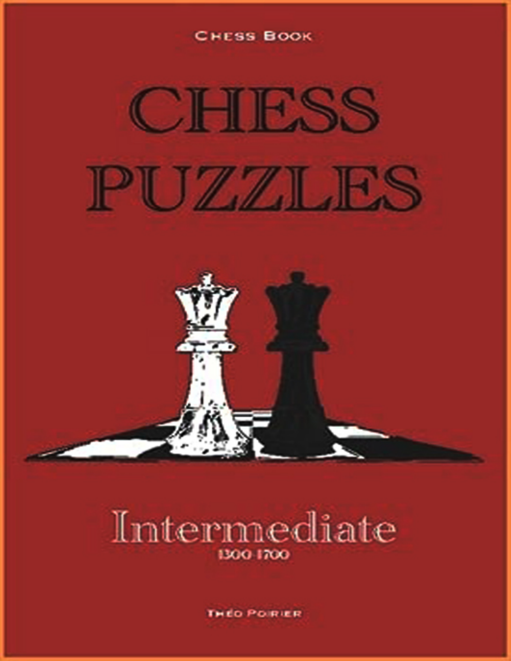

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